Pokédex

Official Pocket Version

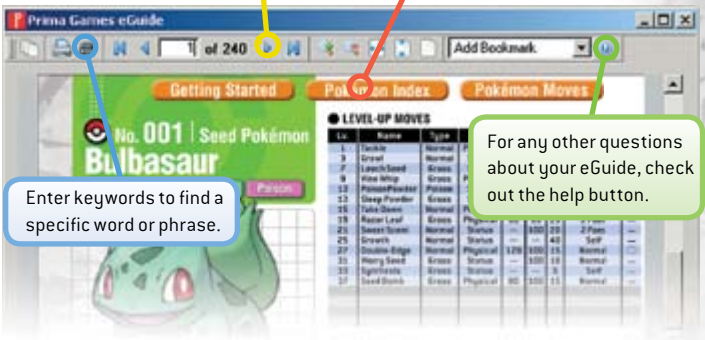
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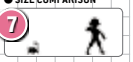
How to Use the National Pokédex

1. No. 019 | Mouse Pokémon
Rattata
2. Normal



3. HEIGHT: 1'00"
WEIGHT: 7.7 lbs.
4. ITEMS: Chilan Berry

7. SIZE COMPARISON



5. MALE FORM
Longer whiskers



6. FEMALE FORM
Shorter whiskers



8. ABILITIES
- Run Away
- Guts

9. STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

10. EGG GROUPS
Field

11. PERFORMANCE
SPEED ★★★★★
POWER ★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

14.
- Pokémon HeartGold — Route 29
- Pokémon SoulSilver — Route 29
- Pokémon Diamond — Route 225
- Pokémon Pearl — Route 225
- Pokémon Platinum — Route 225

12.
Pokémon HeartGold
It eats anything. Wherever food is available, it will settle down and produce offspring continuously.

Pokémon SoulSilver
Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

13. EVOLUTION



Rattata → Raticate

15. LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
22	Crunch	Dark	Physical	80	100	15	Normal	○
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Super Fang	Normal	Physical	—	90	10	Normal	○
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
34	Endeavor	Normal	Physical	—	100	5	Normal	○

16. MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

17. BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

18. TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

19. EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Swagger	Normal	Status	—	90	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Me First	Normal	Status	—	—	20	Depends	—

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Basic Data

1 National Pokédex Number

The National Pokédex number of the Pokémon.

2 Type

The Pokémon's type. Some Pokémon have two types.

3 Height and Weight

The height and weight of the Pokémon.

4 Held Item

The item that is sometimes held by the Pokémon when you encounter it in the wild in places such as tall grass, caves, and the ocean.

5 Gender

It shows whether the Pokémon has two genders. Some Pokémon's gender is unknown.

6 Male and Female Forms

Some Pokémon look a little bit different between male and female. Comments describe the differences between the two forms. If they share the same form, the common form is shown.

7 Size Comparison

The size of the Pokémon is compared to that of the hero/heroine.

8 Ability

The Pokémon's Ability. If two Abilities are listed, each individual Pokémon will have one of the two.

9 Stats

For each of the six key Pokémon stats, the number of dots (maximum of 6) indicates how readily that stat increases in comparison to other Pokémon.

10 Egg Group

The Egg group the Pokémon belongs to. Some Pokémon belong to two groups.

11 Performance

These are stats that affect how well a Pokémon performs in the Pokéathlon sports competition. The number of orange stars indicates the base Performance level, and white stars indicate how much further each Performance stat can be raised (maximum is five stars). For example, ★★☆ means that the Pokémon's standard Performance is 2, but can go up to 3. Performance level varies depending on the day of the week, the Pokémon's Nature, and what kinds of Aprijuice you use.

12 Pokédex Entry

It's the Pokémon summaries given in the Pokédex. Both the *Pokémon HeartGold* and *SoulSilver Version* entries are included.

13 Evolution

The course of Evolution for the Pokémon, as well as any conditions governing its Evolution.

How to Obtain

14 Main Ways to Obtain

One main method to obtain the Pokémon is shown. The ways to obtain in *Pokémon Diamond, Pearl,* and *Platinum* Versions are also shown.

Moves It Can Learn

15 Level-Up Moves

A list of the moves the Pokémon can learn by leveling up.

16 Move Maniac

A list of the moves that the Move Maniac can teach the Pokémon.

17 BP Moves

A list of the moves that can be learned in exchange for BP (Battle Points) obtained in the Battle Frontier.

18 TM & HM Moves

A list of the moves the Pokémon can learn by using a TM or an HM.

19 Egg Moves

These moves are occasionally learned by the Pokémon upon hatching from an Egg, as long as they are known by the male Pokémon you leave at the Pokémon Day Care.

Chart Key

Lv. .....The level at which the move can be learned

No. .....The TM's number

Type .....The move's type

Kind .....Whether the move is a physical, special, or status move

Pow. .....The move's attack power

Acc. .....The move's accuracy

PP .....How many times the move can be used

Range ...The number and type of targets that the move affects

DA .....Whether the move is a direct attack that makes physical contact with the target

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Type Matchup Chart

Types are assigned both to moves and to the Pokémon receiving them. These types can greatly affect the amount of damage dealt or received in battle, so learn how they stand up against one another and give yourself an advantage in battle.

Attacking Pokémon's Move Type	Defending Pokémon's Type: Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													△	×			△
Fire		△	△	◎		◎						◎	△		△		◎
Water		◎	△	△					◎				◎		△		
Grass		△	◎	△				△	◎	△		△	◎		△		△
Electric			◎	△	△				×	◎					△		
Ice		△	△	◎		△			◎	◎					◎		△
Fighting	◎					◎		△		△	△	△	◎	×		◎	◎
Poison				◎				△	△				△	△			×
Ground		◎		△	◎			◎		×		△	◎				◎
Flying				◎	△		◎					◎	△				△
Psychic							◎	◎			△					×	△
Bug		△		◎			△	△		△	◎			△		◎	△
Rock		◎				◎	△		△	◎		◎					△
Ghost	×										◎			◎		△	△
Dragon															◎		△
Dark							△				◎			◎		△	△
Steel		△	△		△	◎							◎				△

Legend

◎ Very effective "It's super effective!"	x2	△ Not too effective "It's not very effective..."	x0.5
× No effect "It doesn't affect..."	x0	(No Icon) Normal damage	x1

- Fire-type Pokémon cannot be afflicted with the Burned condition.
- Grass-type Pokémon are immune to Leech Seed.
- Ice-type Pokémon cannot be afflicted with the Frozen condition, and take no damage from the Hail weather condition.
- Poison-type Pokémon cannot be afflicted with a Poison or a Badly Poisoned condition, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability).
- Ground-type Pokémon are immune to Thunder Wave and to damage from the Sandstorm weather condition.
- Flying-type Pokémon cannot be damaged by Spikes when switching in, or become afflicted with a Poison or Badly Poisoned condition due to switching in with Toxic Spikes in play.
- Rock-type Pokémon are immune to damage from the Sandstorm weather condition.
- Steel-type Pokémon are immune to damage from the Sandstorm weather condition.

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How to obtain Pokémon

In order to succeed on your adventure, you'll have to partner up with Pokémon and use their powers to help you. For that reason, you'd better get acquainted with the various methods of obtaining Pokémon.

How to obtain Pokémon

Catch wild Pokémon

Most Pokémon inhabit places like fields, caves, and bodies of water. Go discover and catch them.



Evolve them through battle

As Pokémon build up their strength by battling, some of them will evolve. After Evolution, the Pokémon's name and appearance will change.



Get them through story events

You can get Pokémon or Pokémon Eggs as the story unfolds, so be sure to talk to townspeople.



Link trade with friends

Some Pokémon are especially hard to obtain. The easiest way to get them is by trading with a friend.



Pokémon Distributed in Events

Not all Pokémon can be obtained through regular gameplay. To get certain rare Pokémon, you'll have to attend a Pokémon event or connect to Nintendo Wi-Fi Connection. The Legendary Pokémon below are only available through special events and not through regular gameplay—check the official Pokémon website at Pokemon.com for updates on how to obtain these Pokémon.



Pokémon Distributed in Events So Far



Mew

Notes

If you fulfill certain conditions in the WiiWare game *My Pokémon Ranch*, Hayley will trade you a Mew. Note that *My Pokémon Ranch* is only compatible with *Pokémon Diamond* or *Pearl Version*, and can't be used with *Pokémon HeartGold* or *SoulSilver Version*.



Celebi

Notes

Celebi can be transferred from Pal Park once acquired in *Pokémon FireRed*, *LeafGreen*, *Ruby*, *Sapphire*, or *Emerald version*.

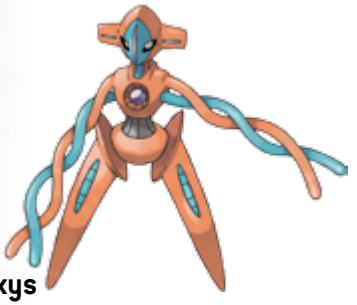


Jirachi

Notes

Jirachi can be transferred from Pal Park once acquired in *Pokémon FireRed*, *LeafGreen*, *Ruby*, *Sapphire*, or *Emerald version*.

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Deoxys

Notes

Deoxys can be transferred from Pal Park once acquired in *Pokémon Ruby*, *Sapphire*, or *Emerald version*.



Manaphy

Notes

Manaphy is only available through distribution at special events.*



Darkrai

Notes

Darkrai is only available through distribution at special events.



Shaymin

Notes

Shaymin is only available through distribution at special events.



Arceus

Notes

Arceus is only available through distribution at special events.

*Since Phione can be obtained by hatching Eggs, it is not classified as a Legendary Pokémon.

Battling makes Pokémon stronger

A Pokémon grows and becomes stronger by battling. If it wins a battle, it gains Exp. Points (Experience Points). Once it accumulates enough Experience Points, it levels up and gets a stat increase. Take care in training your Pokémon to make it powerful.



Earn Exp. Points to level up.



Pokémon evolve by leveling up

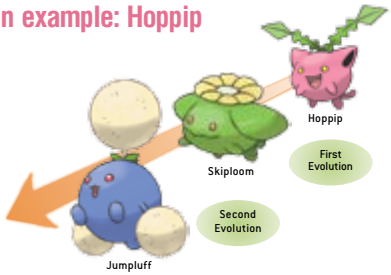
Some Pokémon can evolve into new Pokémon with different names, appearances, or moves. There are several ways to evolve Pokémon, but the most basic method is through battling and earning Experience Points to level up.



Don't blink, or you'll miss the magical moment when Evolution occurs.

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Evolution example: Hoppip



Key Evolution methods

Use special stones

Special stones, such as the Moon Stone or Dusk Stone, have the power to instantly trigger a Pokémon Evolution.



Strengthen your friendship

Take good care of a Pokémon and it'll return the favor. Some Pokémon evolve if they level up while they're on friendly terms with you.



Fulfill certain conditions

Some Pokémon can only evolve once you fulfill certain conditions. You may need to have them learn a particular move or set up your party in the right configuration, for example.



Link trade

Some Pokémon evolve when they're traded. Many of these Pokémon also need to be holding a certain item during the trade.



Learn how to catch wild Pokémon

You can't catch wild Pokémon without a Poké Ball. Even so, Pokémon won't just hop into a Poké Ball—they can be hard to catch unless you tire them out first. Increase your odds of success by knocking down their HP to the lowest possible amount.



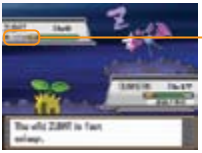
You want HP to be as low as possible.



How to make catching Pokémon easier

1 Inflict status conditions

Some Pokémon moves inflict status conditions on their targets. A Pokémon saddled with a status condition is easier to catch. Out of the six status conditions, Sleep and Frozen are the most effective. Lower the target's HP and use status conditions to maximize your chances of success.

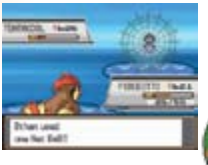


Sleep and Frozen are effective.

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2 Use the right Poké Ball

There are many different kinds of Poké Balls, each specialized for a certain use. For instance, the Net Ball excels at catching Water- and Bug-type Pokémon. Always use a Poké Ball that's effective for the type of Pokémon you want to catch—it's a basic Pokémon-catching principle.





Teach your party useful Pokémon-catching moves

As explained above, lowering a wild Pokémon's HP and using status conditions makes it easier to catch Pokémon. To do this, use moves like False Swipe and Spore—these moves are more convenient for catching wild Pokémon than other moves. You'll want your team to include Pokémon capable of using these moves.

Examples of moves good for catching Pokémon

False Swipe Always leaves the target with at least 1 HP, even if the move would have KO'd it

Spore 100% chance of inflicting Sleep status

Example: a useful Pokémon that can learn both False Swipe and Spore



Parasect

Catch a Paras in Ilex Forest or the Safari Zone, and raise it to Lv. 17 to teach it Spore. Then raise it to Lv. 24 to evolve it into Parasect, and use TM54 to teach it False Swipe.

Tricks to increase your Pokémon encounter rate

In fields, inside caves, or wherever Pokémon are found, there are tricks you can use to increase your chance of encountering wild Pokémon. If you're hoping to run into a particular Pokémon, try techniques from the list below. On the other hand, there are ways to lower your wild Pokémon encounter rate, too. Use those tricks if you'd rather avoid meeting any wild Pokémon, such as when your team is injured.



How to increase your wild Pokémon encounter rate

1. Ride your Bicycle
2. Turn the radio dial to Pokémon Music and play the Pokémon march
3. Walk through the tall grass
4. Use the White Flute
5. Put a Pokémon with the Arena Trap, Suction Cups, Sticky Hold, No Guard, or Illuminate Ability at the head of your party

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How to lower your wild Pokémon encounter rate

1. Walk, don't run (avoid using the Running Shoes)
2. Turn the radio dial to Pokémon Music and play the Pokémon lullaby
3. Have your lead Pokémon hold the Cleanse Tag
4. Use the Black Flute
5. Put a Pokémon with the Stench, White Smoke, Sand Veil, Quick Feet, or Snow Cloak Ability at the head of your party

Pokémon can learn various moves

Pokémon can learn all kinds of moves, which are useful both in battle and on your adventure in general. There are many different moves, each with its own unique effects. If you put some thought into developing move sets, your Pokémon will stand out as an individual.



A Pokémon can learn up to four moves.

Three fundamental kinds of moves

Attack Moves

These moves do damage by attacking the enemy. There are many variations on the basic attack move. Some moves also inflict status conditions, while others let your Pokémon take the first attack.



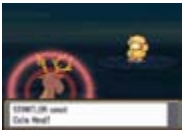
Defense Moves

When your opponent has you in a tight spot, defense moves are a good idea. These moves can restore HP or cure status conditions. There are also defense moves that do everything from leeching an opponent's HP to regenerating HP each turn.



Status Moves

These moves strengthen the user or weaken an opponent. They can do anything from raising a Pokémon's stats to inflicting status conditions that gradually drain an opponent's HP. There's even a move that forces the other Trainer to swap out Pokémon.



How to teach moves to Pokémon

Level them up

Pokémon can learn various moves at predetermined levels. Once they reach a certain level, they can learn the appropriate move.



Use a TM

A TM (Technical Machine) is an item that teaches a move to a single Pokémon. There are 92 different TMs, and each TM is only good for one use.



Use an HM

Each HM (Hidden Machine) is programmed with a special move. An HM can teach that move to an unlimited number of Pokémon.



Have an expert teach them

During your travels, you'll meet people who can teach moves to Pokémon. There are several different moves that can be learned this way.



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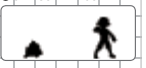
No. 001 | Seed Pokémon
Bulbasaur

Grass | Poison



● HEIGHT: 2'04"
● WEIGHT: 15.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Overgrow

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Monster
Grass

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon SoulSilver — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
The seed on its back is filled with nutrients. The seed grows steadily larger as its body grows.

Pokémon SoulSilver
It carries a seed on its back right from birth. As it grows older, the seed also grows larger.

EVOLUTION



Lv. 16 | Lv. 32

Bulbasaur | Ivysaur | Venusaur

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
21	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
25	Growth	Normal	Status	—	—	40	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
31	Worry Seed	Grass	Status	—	100	10	Normal	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Seed Bomb	Grass	Physical	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Skull Bash	Normal	Physical	100	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Charm	Normal	Status	—	100	20	Normal	—
Petal Dance	Grass	Special	90	100	20	1 Random	○
Magical Leaf	Grass	Special	60	—	20	Normal	—
GrassWhistle	Grass	Status	—	55	15	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Ingrain	Grass	Status	—	—	20	Self	—
Nature Power	Normal	Status	—	—	20	Depends	—
Amnesia	Psychic	Status	—	—	20	Self	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Whip	Grass	Physical	120	85	10	Normal	○
Sludge	Poison	Special	65	100	20	Normal	—

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No. 002 | Seed Pokémon
Ivysaur

Grass | Poison



- HEIGHT: 3'03"
- WEIGHT: 28.7 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
23	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
36	Worry Seed	Grass	Status	—	100	10	Normal	—
39	Synthesis	Grass	Status	—	—	5	Self	—
44	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

- Overgrow

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Monster

Grass

PERFORMANCE

SPEED	★★
POWER	★★☆
SKILL	★★★★☆
STAMINA	★★★★☆
JUMP	★★★

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Bulbasaur to Lv. 16
- Pokémon SoulSilver — Level up Bulbasaur to Lv. 16
- Pokémon Diamond — —
- Pokémon Pearl — —
- Pokémon Platinum — —

Pokémon HeartGold

Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

Pokémon SoulSilver

If the bud on its back starts to smell sweet, it is evidence that the large flower will soon bloom.

EVOLUTION



Bulbasaur → Ivysaur → Venusaur

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No. 003 | Seed Pokémon
Venusaur

Grass | Poison



- HEIGHT: 6'07"
- WEIGHT: 220.5 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM
No pistil

FEMALE FORM
Pistil protruded

ABILITIES
- Overgrow

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Monster
Grass

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Ivysaur to Lv. 32

Pokémon SoulSilver — Level up Ivysaur to Lv. 32

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
By spreading the broad petals of its flower and catching the sun's rays, it fills its body with power.

Pokémon SoulSilver
It is able to convert sunlight into energy. As a result, it is more powerful in the summertime.

EVOLUTION



Lv. 16 | Lv. 32

Bulbasaur | Ivysaur | Venusaur

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
23	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Petal Dance	Grass	Special	90	100	20	1 Random	○
39	Worry Seed	Grass	Status	—	100	10	Normal	—
45	Synthesis	Grass	Status	—	—	5	Self	—
53	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

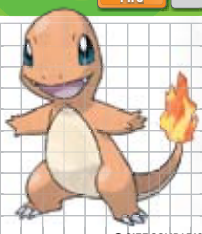
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 004 | Lizard Pokémon
Charmander

Fire



● HEIGHT: 2'00"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Dragon Rage	Dragon	Special	—	100	10	Normal	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
25	Fire Fang	Fire	Physical	65	95	15	Normal	○
28	Slash	Normal	Physical	70	100	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
37	Fire Spin	Fire	Special	15	70	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Belly Drum	Normal	Status	—	—	10	Self	—
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Bite	Dark	Physical	60	100	25	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Swords Dance	Normal	Status	—	—	30	Self	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Crunch	Dark	Physical	80	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

ABILITIES
● Blaze

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Monster
Dragon

PERFORMANCE
SPEED ★★★
POWER ★☆☆☆☆
SKILL ★★★☆
STAMINA ★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon SoulSilver — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
The flame on its tail shows the strength of its life force. If it is weak, the flame also burns weakly.

Pokémon SoulSilver
The flame on its tail indicates CHARMANDER's life force. If it is healthy, the flame burns brightly.

EVOLUTION



Charmander → Charmeleon → Charizard

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No. 005 | Flame Pokémon
Charmeleon

Fire



● HEIGHT: 3'07"
● WEIGHT: 41.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Blaze

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Monster
Dragon

PERFORMANCE

SPEED ★★★
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Charmander to Lv. 16

Pokémon SoulSilver — Level up Charmander to Lv. 16

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

It is very hotheaded by nature, so it constantly seeks opponents. It calms down only when it wins.

Pokémon SoulSilver

It has a barbaric nature. In battle, it whips its fiery tail around and slashes away with sharp claws.

EVOLUTION



Charmander | Charmeleon | Charizard

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
39	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Fire Spin	Fire	Special	15	70	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

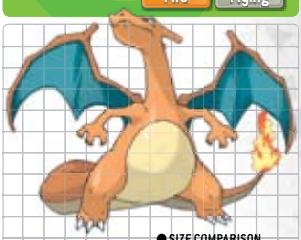
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 006 | Flame Pokémon
Charizard

Fire | Flying



● HEIGHT: 5'07"
● WEIGHT: 199.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
1	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
1	Air Slash	Flying	Special	75	95	20	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
36	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Flamethrower	Fire	Special	95	100	15	Normal	—
49	Fire Spin	Fire	Special	15	70	15	Normal	—
59	Heat Wave	Fire	Special	100	90	10	2 Foes	—
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Blaze

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Monster
Dragon

PERFORMANCE
SPEED ★★★
POWER ★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Charmeleon to Lv. 36

Pokémon SoulSilver — Level up Charmeleon to Lv. 36

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
If CHARIZARD becomes furious, the flame at the tip of its tail flares up in a light blue shade.

Pokémon SoulSilver
Breathing intense, hot flames, it can melt almost anything. Its breath inflicts terrible pain on enemies.

EVOLUTION



Charmander → Charmeleon → Charizard

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No. 007 | Tiny Turtle Pokémon
Squirtle

Water



● HEIGHT: 1'08"
● WEIGHT: 19.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Torrent

STATS

HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Monster
Water 1

PERFORMANCE

SPEED ★★★
POWER ★☆☆
SKILL ★★★☆
STAMINA ★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon SoulSilver — Receive from Professor Oak in Pallet Town (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it.

Pokémon SoulSilver
The shell, which hardens soon after it is born, is resilient. If you poke it, it will bounce back out.

EVOLUTION



Squirtle → Wartortle (Lv. 16) → Blastoise (Lv. 36)

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
19	Rapid Spin	Normal	Physical	20	100	40	Normal	○
22	Protect	Normal	Status	—	—	10	Self	—
25	Water Pulse	Water	Special	60	100	20	Normal	—
28	Aqua Tail	Water	Physical	90	90	10	Normal	○
31	Skull Bash	Normal	Physical	100	100	15	Normal	○
34	Iron Defense	Steel	Status	—	—	15	Self	—
37	Rain Dance	Water	Status	—	—	5	All	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Coat	Psychic	Special	—	100	20	Self	—
Haze	Ice	Status	—	—	30	All	—
Mist	Ice	Status	—	—	30	2 Allies	—
Foresight	Normal	Status	—	—	40	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Yawn	Normal	Status	—	—	10	Normal	—
Muddy Water	Water	Special	95	85	10	2 Foes	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Aqua Ring	Water	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○
Water Spout	Water	Special	150	100	5	2 Foes	—

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No. 008 Wartortle

Turtle Pokémon

Water



● HEIGHT: 3'03"
● WEIGHT: 49.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
36	Skull Bash	Normal	Physical	100	100	15	Normal	○
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Rain Dance	Water	Status	—	—	5	All	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● ABILITIES

● Torrent

● EGG GROUPS

Monster

Water 1

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

● PERFORMANCE

SPEED ★★☆☆☆
POWER ★★☆☆☆
SKILL ★★★★☆
STAMINA ★★★☆☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Squirtle to Lv. 16

Pokémon SoulSilver — Level up Squirtle to Lv. 16

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

It is a well-established symbol of longevity. If its shell has algae on it, that WARTORTLE is very old.

Pokémon SoulSilver

It cleverly controls its furry ears and tail to maintain its balance while swimming.

● EVOLUTION

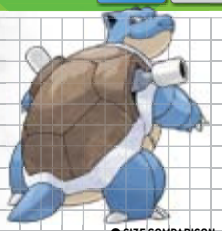


Squirtle → Wartortle → Blastoise

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No. 009 | Shellfish Pokémon
Blastoise

Water



● SIZE COMPARISON



● HEIGHT: 5'03"
● WEIGHT: 188.5 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Torrent

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●

EGG GROUPS
Monster
Water 1

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Wartortle to Lv. 36

Pokémon SoulSilver — Level up Wartortle to Lv. 36

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It deliberately makes itself heavy so it can withstand the recoil of the water jets it fires.

Pokémon SoulSilver
The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

EVOLUTION



Squirtle → Wartortle → Blastoise

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Flash Cannon	Steel	Special	80	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Withdraw	Water	Status	—	—	40	Self	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Skull Bash	Normal	Physical	100	100	15	Normal	○
46	Iron Defense	Steel	Status	—	—	15	Self	—
53	Rain Dance	Water	Status	—	—	5	All	—
60	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 010 | Worm Pokémon
Caterpie

Bug



● HEIGHT: 1'00"
● WEIGHT: 6.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	String Shot	Bug	Status	—	95	40	2 Foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Shield Dust

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★☆
POWER ★☆☆
SKILL ★★★★
STAMINA ★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
For protection, it releases a horrible stench from the antennae on its head to drive away enemies.

Pokémon SoulSilver
Its feet have suction cups designed to stick to any surface. It tenaciously climbs trees to forage.

EVOLUTION



Caterpie → Metapod → Butterfree

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No. 011 | Cocoon Pokémon
Metapod

Bug



- HEIGHT: 2'04"
- WEIGHT: 21.8 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Shed Skin

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★☆☆
POWER ★☆☆
SKILL ★
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Inside the shell, it is soft and weak as it prepares to evolve. It stays motionless in the shell.

Pokémon SoulSilver
It prepares for evolution by hardening its shell as much as possible to protect its soft body.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

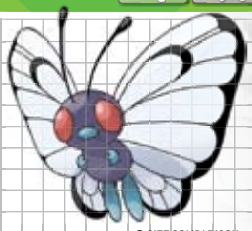
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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No. 012 | Butterfly Pokémon
Butterfree

Bug | Flying



● HEIGHT: 3'07"
● WEIGHT: 70.5 lbs.
● ITEMS: SilverPowder

● SIZE COMPARISON





● MALE FORM
Lower parts of wings are white



● FEMALE FORM
Lower parts of wings have a black spot

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Stun Spore	Grass	Status	—	75	30	Normal	—
12	Sleep Powder	Grass	Status	—	75	15	Normal	—
16	Gust	Flying	Special	40	100	35	Normal	—
18	Supersonic	Normal	Status	—	55	20	Normal	—
22	Whirlwind	Normal	Status	—	100	20	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Tailwind	Flying	Status	—	—	30	2 Allies	—
34	Safeguard	Normal	Status	—	—	25	2 Allies	—
36	Captivate	Normal	Status	—	100	20	2 Foes	—
40	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Compoundeyes

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★☆☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Level up Metapod to Lv. 10

Pokémon Pearl — Level up Metapod to Lv. 10

Pokémon Platinum — Level up Metapod to Lv. 10

Pokémon HeartGold
It collects honey every day. It rubs honey onto the hairs on its legs to carry it back to its nest.

Pokémon SoulSilver
Water-repellent powder on its wings enables it to collect honey, even in the heaviest of rains.

EVOLUTION



Caterpie → Metapod → Butterfree

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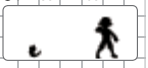
No. 013 Weedle

Hairy Bug Pokémon

Bug / Poison



● SIZE COMPARISON



● HEIGHT: 1'00"
● WEIGHT: 7.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Shield Dust

EGG GROUPS

Bug

STATS

HP	●
ATTACK	●●
DEFENSE	●
SP. ATTACK	●
SP. DEFENSE	●
SPEED	●●

PERFORMANCE

SPEED	★☆☆	STAMINA	★☆☆
POWER	★★☆☆	JUMP	★★
SKILL	★★★☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

Pokémon SoulSilver

It attacks using a two-inch poison barb on its head. It can usually be found under the leaves it eats.

EVOLUTION



Weedle — Kakuna — Beedrill

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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No. 014 | Cocoon Pokémon
Kakuna

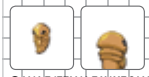
Bug | Poison



● HEIGHT: 2'00"
● WEIGHT: 22.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Shed Skin

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★☆☆
POWER ★☆☆
SKILL ★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Although it is a cocoon, it can move a little. It can extend its poison barb if it is attacked.

Pokémon SoulSilver
From this form, it will grow into an adult. As its body becomes softer, the external shell ardens.

EVOLUTION



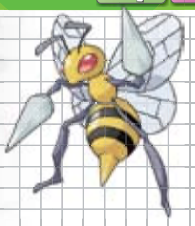
Weedle | Kakuna | Beedrill

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No. 015 Beedrill

Poison Bee Pokémon

Bug / Poison



● HEIGHT: 3'03"
● WEIGHT: 65.0 lbs.
● ITEMS: Poison Barb

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Swarm

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Bug

PERFORMANCE

SPEED	★★★☆	STAMINA	★★
POWER	★☆☆☆	JUMP	★★★★★
SKILL	★★★☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

Pokémon Diamond — Level up Kakuna to Lv. 10

Pokémon Pearl — Level up Kakuna to Lv. 10

Pokémon Platinum — Level up Kakuna to Lv. 10

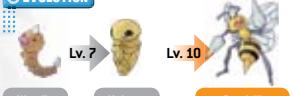
Pokémon HeartGold

It can take down any opponent with its powerful poison stingers. It sometimes attacks in swarms.

Pokémon SoulSilver

It has three poison barbs. The barb on its tail secretes the most powerful poison.

EVOLUTION



Weedle → Kakuna → Beedrill

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
10	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Focus Energy	Normal	Status	—	—	30	Self	—
16	Twineedle	Bug	Physical	25	100	20	Normal	—
19	Rage	Normal	Physical	20	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
28	Pin Missile	Bug	Physical	14	85	20	Normal	—
31	Agility	Psychic	Status	—	—	30	Self	—
34	Assurance	Dark	Physical	50	100	10	Normal	○
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
40	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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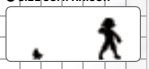
No. 016 | Tiny Bird Pokémon
Pidgey

Normal | Flying



● HEIGHT: 1'00"
● WEIGHT: 4.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
21	Twister	Dragon	Special	40	100	20	2 Foes	—
25	FeatherDance	Flying	Status	—	100	15	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
33	Wing Attack	Flying	Physical	60	100	35	Normal	○
37	Roost	Flying	Status	—	—	10	Self	—
41	Tailwind	Flying	Status	—	—	30	2 Allies	—
45	Mirror Move	Flying	Status	—	—	20	Depends	—
49	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Steel Wing	Steel	Physical	70	90	25	Normal	○
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Air Slash	Flying	Special	75	95	20	Normal	—
Brave Bird	Flying	Physical	120	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—

ABILITIES
● Keen Eye
● Tangled Feet

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★☆☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 29 (morning and afternoon only)

Pokémon SoulSilver — Route 29 (morning and afternoon only)

Pokémon Diamond — Route 229 (mass outbreak)

Pokémon Pearl — Route 229 (mass outbreak)

Pokémon Platinum — Route 229

Pokémon HeartGold
It usually hides in tall grass. Because it dislikes fighting, it protects itself by kicking up sand.

Pokémon SoulSilver
Common in grassy areas and forests, it is very docile and will chase off enemies by flapping up sand.

EVOLUTION



Pidgey | Pidgeotto | Pidgeot

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No. 017 | Bird Pokémon
Pidgeotto

Normal | Flying



● HEIGHT: 3'07"
● WEIGHT: 41.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye
● Tangled Feet

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★☆☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 43 (morning and afternoon only)

Pokémon SoulSilver — Route 43 (morning and afternoon only)

Pokémon Diamond — Level up Pidgey to Lv. 18

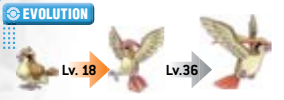
Pokémon Pearl — Level up Pidgey to Lv. 18

Pokémon Platinum — Level up Pidgey to Lv. 18

Pokémon HeartGold
It has outstanding vision. However high it flies, it is able to distinguish the movements of its prey.

Pokémon SoulSilver
It renders its prey immobile using well-developed claws, then carries the prey more than 60 miles to its nest.

EVOLUTION



Pidgey | Pidgeotto | Pidgeot

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	2 Foes	—
27	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
37	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Roost	Flying	Status	—	—	10	Self	—
47	Tailwind	Flying	Status	—	—	30	2 Allies	—
52	Mirror Move	Flying	Status	—	—	20	Depends	—
57	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

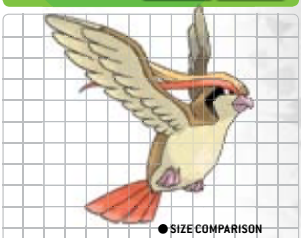
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 018 Bird Pokémon
Pidgeot

Normal / Flying



● SIZE COMPARISON



● HEIGHT: 4'11"
● WEIGHT: 87.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	2 Foes	—
27	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
38	Wing Attack	Flying	Physical	60	100	35	Normal	○
44	Roost	Flying	Status	—	—	10	Self	—
50	Tailwind	Flying	Status	—	—	30	2 Allies	—
56	Mirror Move	Flying	Status	—	—	20	Depends	—
62	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

ABILITIES
● Keen Eye
● Tangled Feet

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Pidgeotto to Lv. 36

Pokémon SoulSilver — Level up Pidgeotto to Lv. 36

Pokémon Diamond — Level up Pidgeotto to Lv. 36

Pokémon Pearl — Level up Pidgeotto to Lv. 36

Pokémon Platinum — Level up Pidgeotto to Lv. 36

Pokémon HeartGold
Its well-developed chest muscles make it strong enough to whip up a gusty windstorm with just a few flaps.

Pokémon SoulSilver
It spreads its beautiful wings wide to frighten its enemies. It can fly at Mach 2 speed.

EVOLUTION

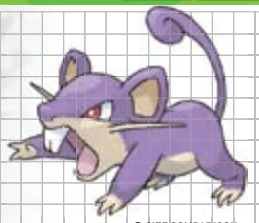


Pidgey → Pidgeotto → Pidgeot

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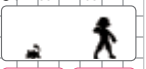
No. 019 | Mouse Pokémon
Rattata

Normal



- HEIGHT: 1'00"
- WEIGHT: 7.7 lbs.
- ITEMS: Chilan Berry

● SIZE COMPARISON





● MALE FORM
Longer whiskers

● FEMALE FORM
Shorter whiskers

ABILITIES
- Run Away
- Guts

EGG GROUPS
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★★
POWER ★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Route 29
- Pokémon SoulSilver — Route 29
- Pokémon Diamond — Route 225
- Pokémon Pearl — Route 225
- Pokémon Platinum — Route 225

Pokémon HeartGold
It eats anything. Wherever food is available, it will settle down and produce offspring continuously.

Pokémon SoulSilver
Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

EVOLUTION



Rattata — Lv. 20 — Raticate

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
22	Crunch	Dark	Physical	80	100	15	Normal	○
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Super Fang	Normal	Physical	—	90	10	Normal	○
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
34	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Swagger	Normal	Status	—	90	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Me First	Normal	Status	—	—	20	Depends	—

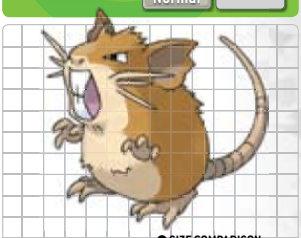
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Pokémon Moves

No. 020 | Mouse Pokémon

Raticate

Normal



● HEIGHT: 2'04"
● WEIGHT: 40.8 lbs.
● ITEMS: Chilan Berry

● SIZE COMPARISON





● MALE FORM
Longer whiskers

● FEMALE FORM
Shorter whiskers

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Swords Dance	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
20	Scary Face	Normal	Status	—	90	10	Normal	—
24	Crunch	Dark	Physical	80	100	15	Normal	○
29	Assurance	Dark	Physical	50	100	10	Normal	○
34	Super Fang	Normal	Physical	—	90	10	Normal	○
39	Double-Edge	Normal	Physical	120	100	15	Normal	○
44	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Run Away
● Guts

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 38
Pokémon SoulSilver — Route 38
Pokémon Diamond — Route 225
Pokémon Pearl — Route 225
Pokémon Platinum — Route 225

Pokémon HeartGold

Gnaws on anything with its tough fangs. It can even topple concrete buildings by gnawing on them.

Pokémon SoulSilver

Its whiskers help it to maintain balance. Its fangs never stop growing, so it gnaws to pare them down.

EVOLUTION



Rattata → Raticate

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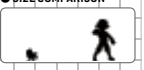
No. 021 | Tiny Bird Pokémon
Spearow

Normal | Flying



● HEIGHT: 1'00"
● WEIGHT: 4.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye

EGG GROUPS
Flying

STATS
HP ●
ATTACK ●●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★☆☆
SKILL ★☆☆
STAMINA ★☆☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 33 (morning and afternoon only)

Pokémon SoulSilver — Route 33 (morning and afternoon only)

Pokémon Diamond — Route 225

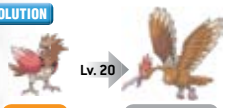
Pokémon Pearl — Route 225

Pokémon Platinum — Route 225

Pokémon HeartGold
It flaps its short wings to flush out insects from tall grass. It then plucks them with its stubby beak.

Pokémon SoulSilver
Very protective of its territory, it flaps its short wings busily to dart around at high speed.

EVOLUTION



Spearow — Lv. 20 — Fearow

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
21	Mirror Move	Flying	Status	—	—	20	Depends	—
25	Agility	Psychic	Status	—	—	30	Self	—
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Roost	Flying	Status	—	—	10	Self	—
37	Drill Peck	Flying	Physical	80	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

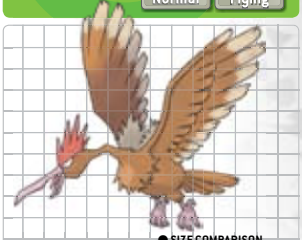
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Tri Attack	Normal	Special	80	100	10	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
FeatherDance	Flying	Status	—	100	15	Normal	—

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No. 022 | Beak Pokémon
Fearow

Normal | Flying



● HEIGHT: 3'11"
● WEIGHT: 83.8 lbs.
● ITEMS: Sharp Beak

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
23	Mirror Move	Flying	Status	—	—	20	Depends	—
29	Agility	Psychic	Status	—	—	30	Self	—
35	Assurance	Dark	Physical	50	100	10	Normal	○
41	Roost	Flying	Status	—	—	10	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

ABILITIES
● Keen Eye

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

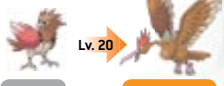
EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★★
POWER ★★★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN
Pokémon HeartGold — Route 47
Pokémon SoulSilver — Route 47
Pokémon Diamond — Route 225
Pokémon Pearl — Route 225
Pokémon Platinum — Route 225

Pokémon HeartGold
It shoots itself suddenly high into the sky, then plummets down in one fell swoop to strike its prey.

Pokémon SoulSilver
It cleverly uses its thin, long beak to pluck and eat small insects that hide under the ground.

EVOLUTION


Spearow → Fearow

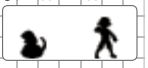
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No. 023 | Snake Pokémon
Ekans

Poison



● SIZE COMPARISON



● HEIGHT: 6'07"
● WEIGHT: 15.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Intimidate
- Shed Skin

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Field
Dragon

PERFORMANCE
SPEED ★★★☆☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Goldenrod Game Corner prize (700 Coins)

Pokémon SoulSilver — Route 32

Pokémon Diamond — Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

It can freely detach its jaw to swallow large prey whole. It can become too heavy to move, however.

Pokémon SoulSilver

It always hides in grass. When first born, it has no poison, so its bite is painful, but harmless.

EVOLUTION



Ekans → Arbok

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	2 Foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Swallow	Normal	Status	—	—	10	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
28	Mud Bomb	Ground	Special	65	85	10	Normal	—
33	Gastro Acid	Poison	Status	—	100	10	Normal	—
36	Haze	Ice	Status	—	—	30	All	—
41	Gunk Shot	Poison	Physical	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Poison Fang	Poison	Physical	50	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Poison Tail	Poison	Physical	50	100	25	Normal	○
Disable	Normal	Status	—	80	20	Normal	—
Switcheroo	Dark	Status	—	100	10	Normal	—

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No. 024 | Cobra Pokémon
Arbok

Poison



● HEIGHT: 11'06"
● WEIGHT: 143.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	2 Foes	—
22	Crunch	Dark	Physical	80	100	15	Normal	○
28	Stockpile	Normal	Status	—	—	20	Self	—
28	Swallow	Normal	Status	—	—	10	Self	—
28	Spit Up	Normal	Special	—	100	10	Normal	—
34	Mud Bomb	Ground	Special	65	85	10	Normal	—
42	Gastro Acid	Poison	Status	—	100	10	Normal	—
48	Haze	Ice	Status	—	—	30	All	—
56	Gunk Shot	Poison	Physical	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

ABILITIES

● Intimidate
● Shed Skin

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Field
Dragon

PERFORMANCE

SPEED ★★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Ekans to Lv. 22

Pokémon SoulSilver — Route 27

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

Transfixing prey with the face-like pattern on its belly, it binds and poisons the frightened victim.

Pokémon SoulSilver

With a very vengeful nature, it won't give up the chase, no matter how far, once it targets its prey.

EVOLUTION



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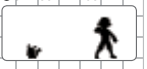
No. 025 | Mouse Pokémon
Pikachu

Electric



- HEIGHT: 1'04"
- WEIGHT: 13.2 lbs.
- ITEMS: Oran Berry, Light Ball

SIZE COMPARISON





MALE FORM
Flat tail

FEMALE FORM
Notched tail

ABILITIES

- Static

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field
Fairy

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Viridian Forest
- Pokémon SoulSilver: Viridian Forest
- Pokémon Diamond: Trophy Garden at the Pokémon Mansion on Route 212
- Pokémon Pearl: Trophy Garden at the Pokémon Mansion on Route 212
- Pokémon Platinum: Trophy Garden at the Pokémon Mansion on Route 212

Pokémon HeartGold

This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat.

Pokémon SoulSilver

It raises its tail to check its surroundings. The tail is sometimes struck by lightning in this pose.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
18	Double Team	Normal	Status	—	—	15	Self	—
21	Slam	Normal	Physical	80	75	20	Normal	○
26	Thunderbolt	Electric	Special	95	100	15	Normal	—
29	Feint	Normal	Physical	50	100	10	Normal	—
34	Agility	Psychic	Status	—	—	30	Self	—
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
45	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

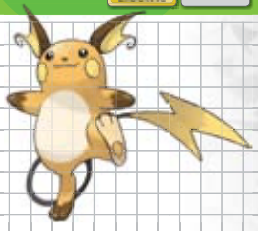
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 026 | Mouse Pokémon
Raichu

Electric



● HEIGHT: 2'07"
● WEIGHT: 66.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Pointy tail end

● FEMALE FORM
Flat tail end

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Thunderbolt	Electric	Special	95	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Static

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Field
Fairy

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Thunderstone on Pikachu

Pokémon SoulSilver — Use Thunderstone on Pikachu

Pokémon Diamond — Use Thunderstone on Pikachu

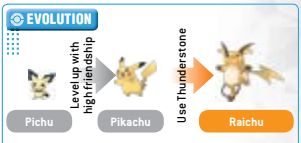
Pokémon Pearl — Use Thunderstone on Pikachu

Pokémon Platinum — Use Thunderstone on Pikachu

Pokémon HeartGold
When its electricity builds, its muscles are stimulated, and it becomes more aggressive than usual.

Pokémon SoulSilver
If the electric pouches in its cheeks become fully charged, both ears will stand straight up.

EVOLUTION



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No. 027 | Mouse Pokémon
Sandshrew

Ground



● HEIGHT: 2'00"
● WEIGHT: 26.5 lbs.
● ITEMS: Quick Claw

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sand Veil

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Union Cave 1F

Pokémon SoulSilver — Safari Zone (Desert Area)

Pokémon Diamond — Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
If it fell from a great height, this Pokémon could save itself by rolling into a ball and bouncing.

Pokémon SoulSilver
Disliking water, it lives in deep burrows in arid areas. It can rollitself instantly into a ball.

EVOLUTION



Lv. 22



Sandshrew → Sandslash

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	2 Foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
27	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Sandstorm	Rock	Status	—	—	10	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM59	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Counter	Fighting	Physical	—	100	20	Self	○
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Metal Claw	Steel	Physical	50	95	35	Normal	○
Swords Dance	Normal	Status	—	—	30	Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

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No. 028 | Mouse Pokémon
Sandslash
Ground

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	2 Foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
22	Crush Claw	Normal	Physical	75	95	10	Normal	○
28	Fury Cutter	Bug	Physical	10	95	20	Normal	○
33	Sand Tomb	Ground	Physical	15	70	15	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Gyro Ball	Steel	Physical	—	100	5	Normal	○
52	Sandstorm	Rock	Status	—	—	10	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



● HEIGHT: 3'03"
● WEIGHT: 65.0 lbs.
● ITEMS: Quick Claw

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sand Veil

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Desert Area)

Pokémon SoulSilver — Safari Zone (Desert Area)

Pokémon Diamond — Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
In an attempt to hide itself, it will run around at top speed to kick up a blinding dust storm.

Pokémon SoulSilver
If it digs at an incredible pace, it may snap off its spikes and claws. They grow back in a day.

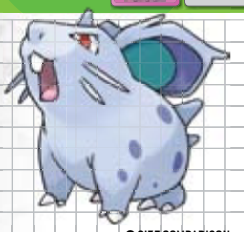
EVOLUTION



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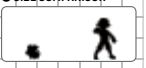
No. 029 | Poison Pin Pokémon
Nidoran♀

Poison



● HEIGHT: 1'04"
● WEIGHT: 15.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
- Poison Point
- Rivalry

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Monster
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 35
Pokémon SoulSilver	Route 35
Pokémon Diamond	Route 201 (use Poké Radar)
Pokémon Pearl	Route 201 (occasionally appears when you use Poké Radar)
Pokémon Platinum	Route 201 (use Poké Radar)

Pokémon HeartGold
The poison hidden in its small horn is extremely potent. Even a tiny scratch can have fatal results.

Pokémon SoulSilver
Although not very combative, it will torment its foes with poison spikes if it is threatened in any way.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	1 Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
43	Captivate	Normal	Status	—	100	20	2 Foes	—
45	Poison Fang	Poison	Physical	50	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Supersonic	Normal	Status	—	55	20	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	○
Focus Energy	Normal	Status	—	—	30	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Skull Bash	Normal	Physical	100	100	15	Normal	○

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No. 030 | Poison Pin Pokémon
Nidorina

Poison



● HEIGHT: 1'00"
● WEIGHT: 4.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
23	Bite	Dark	Physical	60	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	1 Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Captivate	Normal	Status	—	100	20	2 Foes	—
58	Poison Fang	Poison	Physical	50	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Poison Point
● Rivalry

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 13
Pokémon SoulSilver	Route 13
Pokémon Diamond	Route 221 (use Poké Radar)
Pokémon Pearl	Route 221 (occasionally appears when you use Poké Radar)
Pokémon Platinum	Valor Lakefront (use Poké Radar)

Pokémon HeartGold
When feeding its young, it first chews the food into a paste, then spits it out for the offspring.

Pokémon SoulSilver
It has a calm and caring nature. Because its horn grows slowly, it prefers not to fight.

EVOLUTION



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No. 031 | Drill Pokémon
Nidoqueen

Poison / Ground



● HEIGHT: 4'03"
● WEIGHT: 132.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
- Poison Point
- Rivalry

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Moon Stone on Nidorina

Pokémon SoulSilver — Use Moon Stone on Nidorina

Pokémon Diamond — Use Moon Stone on Nidorina

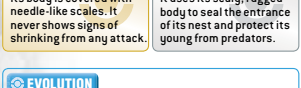
Pokémon Pearl — Use Moon Stone on Nidorina

Pokémon Platinum — Use Moon Stone on Nidorina

Pokémon HeartGold
Its body is covered with needle-like scales. It never shows signs of shrinking from any attack.

Pokémon SoulSilver
It uses its scaly, rugged body to seal the entrance of its nest and protect its young from predators.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Body Slam	Normal	Physical	85	100	15	Normal	○
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Superpower	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 032 | Poison Point Pokémon
Nidoran♂

Poison



● HEIGHT: 1'08"
● WEIGHT: 19.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Horn Attack	Normal	Physical	65	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	1 Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Captivate	Normal	Status	—	100	20	2 Foes	—
45	Horn Drill	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Disable	Normal	Status	—	80	20	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status	—	—	20	Self	—
Confusion	Psychic	Special	50	100	25	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Head Smash	Rock	Physical	150	80	5	Normal	○

● ABILITIES

● Poison Point
● Rivalry

● STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

● EGG GROUPS

Monster
Field

● PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆☆
SKILL ★★☆
STAMINA ★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 35

Pokémon SoulSilver — Route 35

Pokémon Diamond — Route 201 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 201 (use Poké Radar)

Pokémon Platinum — Route 201 (use Poké Radar)

Pokémon HeartGold

It is small, but its horn is filled with poison. It charges then stabs with the horn to inject poison.

Pokémon SoulSilver

It raises its big ears to check its surroundings. It will strike first if it senses any danger.

● EVOLUTION

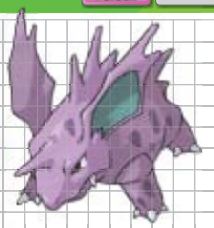


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No. 033 | Poison Point Pokémon

Nidorino

Poison



● HEIGHT: 2'11"
● WEIGHT: 43.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM

ABILITIES

● Poison Point
● Rivalry

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Monster
Field

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 13

Pokémon SoulSilver — Route 13

Pokémon Diamond — Route 221 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 221 (use Poké Radar)

Pokémon Platinum — Valor Lakefront (use Poké Radar)

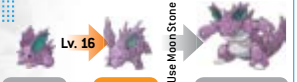
Pokémon HeartGold

It raises its big ears to check its surroundings. If it senses anything, it attacks immediately.

Pokémon SoulSilver

Quick to anger, it stabs enemies with its horn to inject a powerful poison when it becomes agitated.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Attack	Normal	Physical	15	85	20	Normal	○
23	Horn Attack	Normal	Physical	65	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	1 Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	○
50	Captivate	Normal	Status	—	100	20	2 Foes	—
58	Horn Drill	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 034 | Drill Pokémon
Nidoking

Poison | Ground



- HEIGHT: 4'07"
- WEIGHT: 136.7 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM

ABILITIES
- Poison Point
- Rivalry

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Monster
Field

PERFORMANCE
SPEED ★★☆
POWER ★★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★

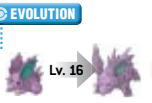
MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Use Moon Stone on Nidorino
- Pokémon SoulSilver — Use Moon Stone on Nidorino
- Pokémon Diamond — Use Moon Stone on Nidorino
- Pokémon Pearl — Use Moon Stone on Nidorino
- Pokémon Platinum — Use Moon Stone on Nidorino

Pokémon HeartGold
It swings its big tail around during battle. If its foe flinches, it will charge with its sturdy body.

Pokémon SoulSilver
Its tail is thick and powerful. If it binds an enemy, it can render the victim helpless quite easily.

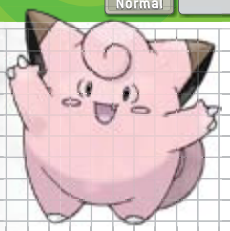
EVOLUTION



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No. 035 | Fairy Pokémon
Clefairy

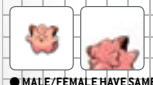
Normal



● HEIGHT: 2'00"
● WEIGHT: 16.5 lbs.
● ITEMS: Leppa Berry, Moon Stone

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Cute Charm
● Magic Guard

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Fairy

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Mt. Moon

Pokémon SoulSilver — Mt. Moon

Pokémon Diamond — Mt. Coronet 2F, 3F

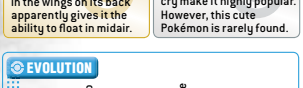
Pokémon Pearl — Mt. Coronet 2F, 3F

Pokémon Platinum — Mt. Coronet (morning and night only)

Pokémon HeartGold
The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair.

Pokémon SoulSilver
Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	DoubleSlap	Normal	Physical	15	85	10	Normal	○
13	Defense Curl	Normal	Status	—	—	40	Self	—
16	Follow Me	Normal	Status	—	—	20	Self	—
19	Minimize	Normal	Status	—	—	20	Self	—
22	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
25	Cosmic Power	Psychic	Status	—	—	20	Self	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
31	Metronome	Normal	Status	—	—	10	Depends	—
34	Gravity	Psychic	Status	—	—	5	All	—
37	Moonlight	Normal	Status	—	—	5	Self	—
40	Light Screen	Psychic	Status	—	—	30	2 Allies	—
43	Meteor Mash	Steel	Physical	100	85	10	Normal	○
46	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	—
1	Metronome	Normal	Status	—	—	10	Depends	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

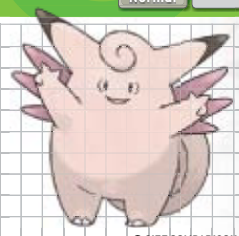
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 036 | Fairy Pokémon
Clefable

Normal



- HEIGHT: 4'03"
- WEIGHT: 88.2 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Cute Charm
- Magic Guard

EGG GROUPS
Fairy

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★
POWER ★★★
SKILL ★★★★☆
STAMINA ★★★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Use Moon Stone on Clefairy
- Pokémon SoulSilver: Use Moon Stone on Clefairy
- Pokémon Diamond: Use Moon Stone on Clefairy
- Pokémon Pearl: Use Moon Stone on Clefairy
- Pokémon Platinum: Use Moon Stone on Clefairy

Pokémon HeartGold
With its acute hearing, it can pick up sounds from far away. It usually hides in quiet places.

Pokémon SoulSilver
Its very sensitive ears let it distinguish distant sounds. As a result, it prefers quiet places.

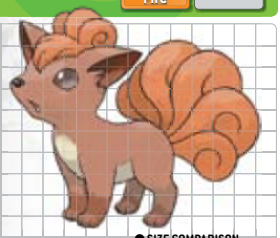
EVOLUTION



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No. 037 | Fox Pokémon
Vulpix

Fire



● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 21.8 lbs.
● ITEMS: Rawst Berry



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Flash Fire

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 36

Pokémon Diamond Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
As it develops, its single white tail gains color and splits into six. It is quite warm and cuddly.

Pokémon SoulSilver
If it is attacked by an enemy that is stronger than itself, it feigns injury to fool the enemy and escapes.

EVOLUTION



Vulpix — Use Fire Stone → Ninetales

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ember	Fire	Special	40	100	25	Normal	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Roar	Normal	Status	—	100	20	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
14	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Imprison	Psychic	Status	—	—	10	Self	—
24	Flamethrower	Fire	Special	95	100	15	Normal	—
27	Safeguard	Normal	Status	—	—	25	2 Allies	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Fire Spin	Fire	Special	15	70	15	Normal	—
37	Captivate	Normal	Status	—	100	20	2 Foes	—
41	Grudge	Ghost	Status	—	—	5	Self	—
44	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Fire Blast	Fire	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Hypnosis	Psychic	Status	—	60	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Howl	Normal	Status	—	—	40	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Extrasensory	Psychic	Special	80	100	30	Normal	—
Energy Ball	Grass	Special	80	100	10	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

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No. 038 | Fox Pokémon
Ninetales

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nasty Plot	Dark	Status	—	—	20	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC

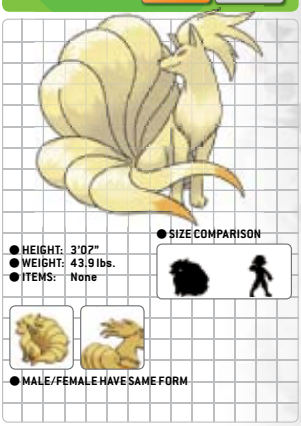
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



- HEIGHT: 3'07"
- WEIGHT: 43.9 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES

- Flash Fire

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — —
- Pokémon SoulSilver — Use Fire Stone on Vulpix
- Pokémon Diamond — Use Fire Stone on Vulpix
- Pokémon Pearl — Use Fire Stone on Vulpix
- Pokémon Platinum — Use Fire Stone on Vulpix

Pokémon HeartGold

Some legends claim that each of its nine tails has its own unique type of special mystical power.

Pokémon SoulSilver

Its nine beautiful tails are filled with a wondrous energy that could keep it alive for 1,000 years.

EVOLUTION



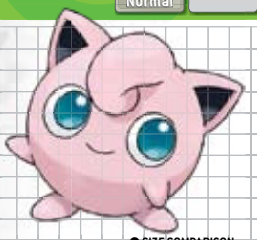
Vulpix → Ninetales

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No. 039 | Balloon Pokémon

Jigglypuff

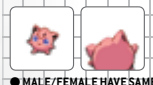
Normal



- HEIGHT: 1'08"
- WEIGHT: 12.1 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Cute Charm

EGG GROUPS

Fairy

STATS

HP ●●●●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

PERFORMANCE

SPEED ★★★☆☆
POWER ★★☆
SKILL ★★☆☆

STAMINA ★★★☆☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 3 (morning and night only)

Pokémon SoulSilver — Route 3 (morning and night only)

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold

If it inflates to sing a lullaby, it can perform longer and cause sure drowsiness in its audience.

Pokémon SoulSilver

Looking into its cute, round eyes causes it to sing a relaxing melody, inducing its enemies to sleep.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Disable	Normal	Status	—	80	20	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	DoubleSlap	Normal	Physical	15	85	10	Normal	○
25	Rest	Psychic	Status	—	—	10	Self	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
41	Mimic	Normal	Status	—	—	10	Normal	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

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No. 040 | Balloon Pokémon
Wigglytuff

Normal



● HEIGHT: 3'03"
● WEIGHT: 26.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

ABILITIES
● Cute Charm

EGG GROUPS
Fairy

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Moon Stone on Jigglypuff

Pokémon SoulSilver — Use Moon Stone on Jigglypuff

Pokémon Diamond — Use Moon Stone on Jigglypuff

Pokémon Pearl — Use Moon Stone on Jigglypuff

Pokémon Platinum — Use Moon Stone on Jigglypuff

Pokémon HeartGold
Their fur feels so good that if two of them snuggle together, they won't want to be separated.

Pokémon SoulSilver
It has a very fine fur. Take care not to make it angry, or it may inflate steadily and hit with a body slam.

EVOLUTION



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No. 041 | Bat Pokémon
Zubat

Poison | Flying



● HEIGHT: 2'07"
● WEIGHT: 16.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger fangs

● FEMALE FORM
Smaller fangs

ABILITIES
● Inner Focus

EGG GROUPS
Flying

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆☆
SKILL ★☆☆☆☆
STAMINA ★☆☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 32 (morning and night only)

Pokémon SoulSilver — Route 32 (morning and night only)

Pokémon Diamond — Oreburgh Gate 1F

Pokémon Pearl — Oreburgh Gate 1F

Pokémon Platinum — Oreburgh Gate 1F

Pokémon HeartGold
While flying, it constantly emits ultrasonic waves from its mouth to check its surroundings.

Pokémon SoulSilver
Capable of flying safely in dark places, it emits ultrasonic cries to check for any obstacles.

EVOLUTION



Zubat → Golbat → Crobat

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Life	Bug	Physical	20	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
25	Air Cutter	Flying	Special	55	95	25	2 Foes	—
29	Mean Look	Normal	Status	—	—	5	Normal	—
33	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Haze	Ice	Status	—	—	30	All	—
41	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

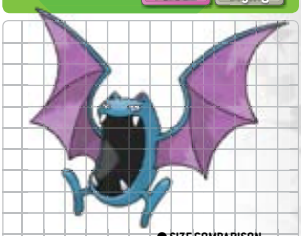
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Gust	Flying	Special	40	100	35	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Brave Bird	Flying	Physical	120	100	15	Normal	○

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No. 042 | Bat Pokémon
Golbat

Poison | Flying



● HEIGHT: 5'03"
● WEIGHT: 121.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger fangs

● FEMALE FORM
Smaller fangs

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	2 Foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

ABILITIES
● Inner Focus

EGG GROUPS
Flying

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★★★☆	STAMINA	★★★☆
POWER	★★☆	JUMP	★★★★★
SKILL	★☆☆		

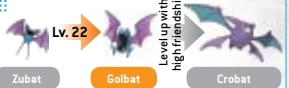
● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Union Cave B2F
- Pokémon SoulSilver — Union Cave B2F
- Pokémon Diamond — Lost Tower 5F
- Pokémon Pearl — Lost Tower 5F
- Pokémon Platinum — Lost Tower 5F

Pokémon HeartGold
However hard its victim's hide may be, it punctures with sharp fangs and gorges itself with blood.

Pokémon SoulSilver
It can drink more than 10 ounces of blood at once. If it has too much, it gets heavy and flies clumsily.

EVOLUTION



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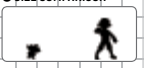
No. 043 | Weed Pokémon
Oddish

Grass | Poison



- HEIGHT: 1'08"
- WEIGHT: 11.9 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Chlorophyll

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Grass

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★★

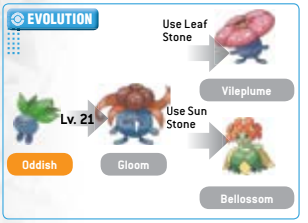
MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Ilex Forest (night only)
- Pokémon SoulSilver — Ilex Forest (night only)
- Pokémon Diamond — Route 229
- Pokémon Pearl — Route 229
- Pokémon Platinum — Route 224 (night only)

Pokémon HeartGold
Awakened by moonlight, it roams actively at night. In the day, it stays quietly underground.

Pokémon SoulSilver
If exposed to moonlight, it starts to move. It roams far and wide at night to scatter its seeds.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Acid	Poison	Special	40	100	30	2 Foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
21	Mega Drain	Grass	Special	40	100	15	Normal	—
25	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
29	Natural Gift	Normal	Physical	—	100	15	Normal	—
33	Moonlight	Normal	Status	—	—	5	Self	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Petal Dance	Grass	Special	90	100	20	1 Random	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Flail	Normal	Physical	—	100	15	Normal	○
Synthesis	Grass	Status	—	—	5	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Ingrain	Grass	Status	—	—	20	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Acid	Poison	Special	40	100	30	2 Foes	—
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Acid	Poison	Special	40	100	30	2 Foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
23	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
35	Natural Gift	Normal	Physical	—	100	15	Normal	—
41	Moonlight	Normal	Status	—	—	5	Self	—
47	Giga Drain	Grass	Special	60	100	10	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 Random	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 044 | Flower Pokémon
Gloom

Grass | Poison



- HEIGHT: 2'07"
- WEIGHT: 19.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Smaller spots on petals
- FEMALE FORM: Larger spots on petals

ABILITIES
- Chlorophyll

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●

EGG GROUPS

Grass

PERFORMANCE

SPEED	★★☆☆	STAMINA	★★★★☆
POWER	★☆☆	JUMP	★★★
SKILL	★★☆☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 48
- Pokémon SoulSilver — Route 48
- Pokémon Diamond — Route 229
- Pokémon Pearl — Route 229
- Pokémon Platinum — Route 229

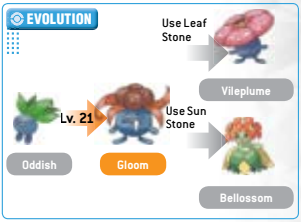
Pokémon HeartGold

What appears to be drool is actually sweet honey. It is very sticky and clings stubbornly if touched.

Pokémon SoulSilver

It secretes a sticky, drool-like honey. Although sweet, it smells too repulsive to get very close.

EVOLUTION



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No. 045 | Flower Pokémon
Vileplume

Grass | Poison



● HEIGHT: 3'11"
● WEIGHT: 41.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Smaller spots on petals

● FEMALE FORM
Larger spots on petals

ABILITIES
● Chlorophyll

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Grass

PERFORMANCE
SPEED ★★
POWER ★★★
SKILL ★★★
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Leaf Stone on Gloom

Pokémon SoulSilver — Use Leaf Stone on Gloom

Pokémon Diamond — Use Leaf Stone on Gloom

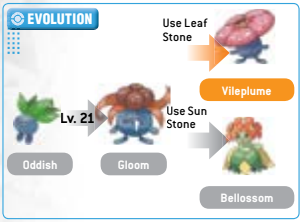
Pokémon Pearl — Use Leaf Stone on Gloom

Pokémon Platinum — Use Leaf Stone on Gloom

Pokémon HeartGold
It has the world's largest petals. With every step, the petals shake out heavy clouds of toxic pollen.

Pokémon SoulSilver
The bud bursts into bloom with a bang. It then starts scattering allergenic, poisonous pollen.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Aromatherapy	Grass	Status	—	—	5	All Allies	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 Random	○
65	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

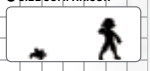
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No. 046 | Mushroom Pokémon
Paras

Bug | Grass



● SIZE COMPARISON



● HEIGHT: 1'00"
● WEIGHT: 11.9 lbs.
● ITEMS: TinyMushroom, Big Mushroom



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	—
27	Growth	Normal	Status	—	—	40	Self	—
33	Giga Drain	Grass	Special	60	100	10	Normal	—
38	Aromatherapy	Grass	Status	—	—	5	All Allies	—
43	X-Scissor	Bug	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
False Swipe	Normal	Physical	40	100	40	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Psybeam	Psychic	Special	65	100	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—

● ABILITIES
● Effect Spore
● Dry Skin

● STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

● EGG GROUPS
Bug
Grass

● PERFORMANCE
SPEED ★★☆☆☆
POWER ★☆☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Ilex Forest

Pokémon SoulSilver — Ilex Forest

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon HeartGold

It is doused with mushroom spores when it is born. As its body grows, mushrooms sprout from its back.

Pokémon SoulSilver

As its body grows, large mushrooms named tochukaso start sprouting out of its back.

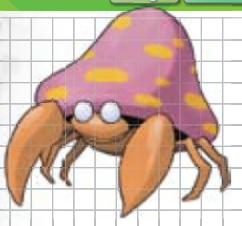
● EVOLUTION



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No. 047 | Mushroom Pokémon
Parasect

Bug | Grass



● HEIGHT: 3'03"
● WEIGHT: 65.0 lbs.
● ITEMS: TinyMushroom, BigMushroom

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
30	Growth	Normal	Status	—	—	40	Self	—
39	Giga Drain	Grass	Special	60	100	10	Normal	—
47	Aromatherapy	Grass	Status	—	—	5	All Allies	—
55	X-Scissor	Bug	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Effect Spore
● Dry Skin

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●

EGG GROUPS

Bug
Grass

PERFORMANCE

SPEED ★☆☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Cerulean Cave

Pokémon SoulSilver — Cerulean Cave

Pokémon Diamond — Level up Paras to Lv. 24

Pokémon Pearl — Level up Paras to Lv. 24

Pokémon Platinum — Level up Paras to Lv. 24

Pokémon HeartGold

It stays mostly in dark, damp places, the preference not of the bug, but of the big mushroom on its back.

Pokémon SoulSilver

The larger the mushroom on its back grows, the stronger the mushroom spores it scatters.

EVOLUTION



Paras → Parasect

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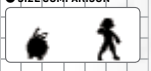
No. 048 | Insect Pokémon
Venonat

Bug | Poison



● HEIGHT: 3'03"
● WEIGHT: 66.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status	—	75	30	Normal	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Poison Fang	Poison	Physical	50	100	15	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Giga Drain	Grass	Special	60	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Morning Sun	Normal	Status	—	—	5	Self	—
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○

ABILITIES

● Compoundeyes
● Tinted Lens

STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Bug

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 43 (morning and night only)

Pokémon SoulSilver — Route 43 (morning and night only)

Pokémon Diamond — Route 229 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 229 (occasionally appears when you use Poké Radar)

Pokémon Platinum — Route 229 (occasionally appears when you use Poké Radar)

Pokémon HeartGold

Its eyes also function as radar units. It catches and eats small bugs that hide in darkness.

Pokémon SoulSilver

Poison oozes from all over its body. It catches and eats small bugs at night that are attracted by light.

EVOLUTION

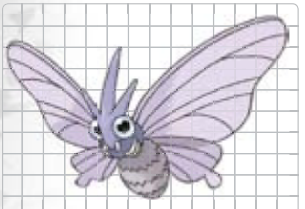


Venonat → Venomoth

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No. 049 | Poison Moth Pokémon
Venomoth

Bug | Poison



● HEIGHT: 4'11"
● WEIGHT: 27.6 lbs.
● ITEMS: Shed Shell

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Silver Wind	Bug	Special	60	100	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	—
23	Stun Spore	Grass	Status	—	75	30	Normal	○
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
31	Gust	Flying	Special	40	100	35	Normal	—
37	Signal Beam	Bug	Special	75	100	15	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
47	Poison Fang	Poison	Physical	50	100	15	Normal	○
55	Psychic	Psychic	Special	90	100	10	Normal	—
59	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

ABILITIES

● Shield Dust
● Tinted Lens

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS

Bug

PERFORMANCE

SPEED ★★★
POWER ★★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 25 (night only)

Pokémon SoulSilver — Route 25 (night only)

Pokémon Diamond — Route 229 (use Poké Radar)

Pokémon Pearl — Route 229 (use Poké Radar)

Pokémon Platinum — Route 229 (use Poké Radar)

Pokémon HeartGold

When it attacks, it flaps its large wings violently to scatter its poisonous powder all around.

Pokémon SoulSilver

The powder on its wings is poisonous if it is dark in hue. If it is light in hue, it causes paralysis.

EVOLUTION



Venonat

Lv. 31



Venomoth

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No. 050 | Mole Pokémon
Diglett

Ground



● HEIGHT: 0'08"
● WEIGHT: 1.8 lbs.
● ITEMS: Soft Sand

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	—
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Earth Power	Ground	Special	90	100	10	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
40	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Reversal	Fighting	Physical	—	100	15	Normal	○

ABILITIES

● Sand Veil
● Arena Trap

STATS

HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 48
Pokémon SoulSilver	Route 48
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

Pokémon HeartGold

Its skin is very thin. If it is exposed to light, its blood heats up, causing it to grow weak.

Pokémon SoulSilver

If a DIGLETT digs through a field, it leaves the soil perfectly tilled and ideal for planting crops.

EVOLUTION



Lv. 26

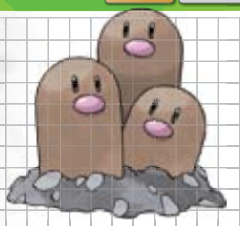


Diglett → Dugtrio

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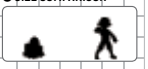
No. 051 | Mole Pokémon
Dugtrio

Ground



● HEIGHT: 2'04"
● WEIGHT: 73.4 lbs.
● ITEMS: Soft Sand

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sand Veil
● Arena Trap

EGG GROUPS
Field

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★

MAIN WAYS TO OBTAIN
Pokémon HeartGold — DIGLETT's Cave
Pokémon SoulSilver — DIGLETT's Cave
Pokémon Diamond — Route 228
Pokémon Pearl — Route 228
Pokémon Platinum — Route 228

Pokémon HeartGold
Its three heads bob separately up and down to loosen the soil nearby, making it easier for it to burrow.

Pokémon SoulSilver
Extremely powerful, they can dig through even the hardest ground to a depth of over 60 miles.

EVOLUTION

Diglett
Lv. 26

Dugtrio

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	—
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Earth Power	Ground	Special	90	100	10	Normal	—
33	Mud Bomb	Ground	Special	65	85	10	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	—
45	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	○
50	Fissure	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

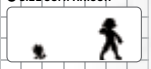
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No. 052 | Scratch Cat Pokémon
Meowth

Normal



● SIZE COMPARISON



● HEIGHT: 1'04"
● WEIGHT: 9.3 lbs.
● ITEMS: Quick Claw



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
30	Pay Day	Normal	Physical	40	100	20	Normal	—
33	Slash	Normal	Physical	70	100	20	Normal	○
38	Nasty Plot	Dark	Status	—	—	20	Self	—
41	Assurance	Dark	Physical	50	100	10	Normal	○
46	Captivate	Normal	Status	—	100	20	2 Foes	—
49	Night Slash	Dark	Physical	70	100	15	Normal	○
54	Feint	Normal	Physical	50	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spite	Ghost	Status	—	100	10	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Assist	Normal	Status	—	—	20	Depends	—
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Last Resort	Normal	Physical	130	100	5	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Tail Whip	Normal	Status	—	100	30	2 Foes	—

● ABILITIES
● Pickup
● Technician

● STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

● EGG GROUPS
Field

● PERFORMANCE
SPEED ★★★★
POWER ★☆
SKILL ★★★★
STAMINA ★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 38
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It is fascinated by round objects. It can't stop playing with them until it tires and falls asleep.

Pokémon SoulSilver
It loves anything that shines. It especially adores coins that it picks up and secretly hoards.

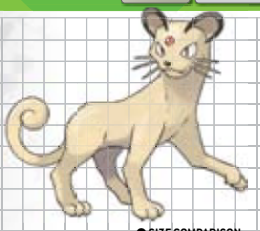
● EVOLUTION



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No. 053 | Classy Cat Pokémon
Persian

Normal



● HEIGHT: 3'03"
● WEIGHT: 70.5 lbs.
● ITEMS: Quick Claw

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Limber
● Technician

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 7

Pokémon Diamond Level up Meowth to Lv. 28

Pokémon Pearl Level up Meowth to Lv. 28

Pokémon Platinum Level up Meowth to Lv. 28

Pokémon HeartGold
Many adore it for its sophisticated air. However, it will lash out and scratch for little reason.

Pokémon SoulSilver
Its lithe muscles allow it to walk without making a sound. It attacks in an instant.

EVOLUTION



Meowth — Lv. 28 — Persian

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Fake Out	Normal	Physical	40	100	10	Normal	○
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
32	Power Gem	Rock	Special	70	100	20	Normal	—
37	Slash	Normal	Physical	70	100	20	Normal	○
44	Nasty Plot	Dark	Status	—	—	20	Self	—
49	Assurance	Dark	Physical	50	100	10	Normal	○
56	Captivate	Normal	Status	—	100	20	2 Foes	—
61	Night Slash	Dark	Physical	70	100	15	Normal	○
68	Feint	Normal	Physical	50	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	—	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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No. 054 | Duck Pokémon
Psyduck

Water



● HEIGHT: 2'07"
● WEIGHT: 43.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
35	Psych Up	Normal	Status	—	—	10	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
44	Amnesia	Psychic	Status	—	—	20	Self	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hypnosis	Psychic	Status	—	60	20	Normal	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Foresight	Normal	Status	—	—	40	Normal	—
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Psychic	Psychic	Special	90	100	10	Normal	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Encore	Normal	Status	—	100	5	Normal	—

● ABILITIES

● Damp
● Cloud Nine

● STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

● EGG GROUPS

Water 1
Field

● PERFORMANCE

SPEED ★★☆☆☆
POWER ★★☆☆☆
SKILL ★★☆☆☆
STAMINA ★★☆☆☆
JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Ilex Forest (water surface)
- Pokémon SoulSilver — Ilex Forest (water surface)
- Pokémon Diamond — Oreburgh Gate B1F
- Pokémon Pearl — Oreburgh Gate B1F
- Pokémon Platinum — Oreburgh Gate1F

Pokémon HeartGold
It has mystical powers but doesn't recall that it has used them. That is why it always looks puzzled.

Pokémon SoulSilver
If its chronic headache peaks, it may exhibit odd powers. It seems unable to recall such an episode.

● EVOLUTION



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No. 055 | Duck Pokémon
Golduck

Water



● HEIGHT: 5'07"
● WEIGHT: 168.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Damp
● Cloud Nine

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Water 1
Field

PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Lake Verity (water surface)

Pokémon Pearl — Lake Verity (water surface)

Pokémon Platinum — Lake Verity (water surface)

Pokémon HeartGold

When it swims at full speed using its long, webbed limbs, its forehead somehow begins to glow.

Pokémon SoulSilver

It appears by waterways at dusk. It may use telekinetic powers if its forehead glows mysteriously.

EVOLUTION



Psyduck → Golduck

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Aqua Jet	Water	Physical	40	100	20	Normal	○
1	Water Sport	Water	Status	—	—	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
37	Psych Up	Normal	Status	—	—	10	Normal	—
44	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
50	Amnesia	Psychic	Status	—	—	20	Self	—
56	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM29	Psychic	Psychic	Special	90	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	○
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 056 | Pig Monkey Pokémon
Mankey

Fighting

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
33	Swagger	Normal	Status	—	90	15	Normal	—
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
41	Thrash	Normal	Physical	90	100	20	1 Random	○
45	Punishment	Dark	Physical	—	100	5	Normal	○
49	Close Combat	Fighting	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Foresight	Normal	Status	—	—	40	Normal	—
Meditate	Psychic	Status	—	—	40	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Encore	Normal	Status	—	100	5	Normal	—



● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 61.7 lbs.
● ITEMS: Payapa Berry



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Vital Spirit
● Anger Point

EGG GROUPS
Field

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 42

Pokémon SoulSilver — —

Pokémon Diamond — Route 225 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 225 (occasionally appears when you use Poké Radar)

Pokémon Platinum — Route 225 (occasionally appears when you use Poké Radar)

Pokémon HeartGold
It is extremely ill-tempered. Groups of them will attack any handy target for no reason.

Pokémon SoulSilver
It's unsafe to approach if it gets violently enraged for no reason and can't distinguish friends from foes.

EVOLUTION



Mankey → Primeape

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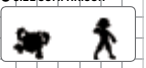
No. 057 | Pig Monkey Pokémon
Primeape

Fighting



● HEIGHT: 3'03"
● WEIGHT: 70.5 lbs.
● ITEMS: Payapa Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Vital Spirit
● Anger Point

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Cerulean Cave

Pokémon SoulSilver — —

Pokémon Diamond — Route 225 (use Poké Radar)

Pokémon Pearl — Route 225 (use Poké Radar)

Pokémon Platinum — Route 225 (use Poké Radar)

Pokémon HeartGold
If approached while asleep, it may awaken and angrily give chase in a groggy state of semi-sleep.

Pokémon SoulSilver
It becomes wildly furious if it even senses someone looking at it. It chases anyone that meets its glare.

EVOLUTION



Lv. 28



Mankey → Primeape

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fling	Dark	Physical	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Rage	Normal	Physical	20	100	20	Normal	○
35	Swagger	Normal	Status	—	90	15	Normal	—
41	Cross Chop	Fighting	Physical	100	80	5	Normal	○
47	Thrash	Normal	Physical	90	100	20	1 Random	○
53	Punishment	Dark	Physical	—	100	5	Normal	○
59	Close Combat	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 058 | Puppy Pokémon
Growlithe

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
6	Ember	Fire	Special	40	100	25	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
14	Odor Sleuth	Normal	Status	—	—	40	Normal	—
17	Helping Hand	Normal	Status	—	—	20	1 Ally	—
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
25	Reversal	Fighting	Physical	—	100	15	Normal	○
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
39	Agility	Psychic	Status	—	—	30	Self	—
42	Crunch	Dark	Physical	80	100	15	Normal	○
45	Heat Wave	Fire	Special	100	90	10	2 Foes	—
48	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Fire Spin	Fire	Special	15	70	15	Normal	—
Howl	Normal	Status	—	—	40	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Morning Sun	Normal	Status	—	—	5	Self	—



● HEIGHT: 2'04"
● WEIGHT: 41.9 lbs.
● ITEMS: Rawst Berry

● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Intimidate
- Flash Fire

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 36

Pokémon SoulSilver — —

Pokémon Diamond — Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

Pokémon SoulSilver
Extremely loyal, it will fearlessly bark at any opponent to protect its own Trainer from harm.

EVOLUTION



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No. 059 | Legendary Pokémon
Arcanine

Fire



● HEIGHT: 6'03"
● WEIGHT: 341.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Intimidate
- Flash Fire

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★☆
SKILL ★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Fire Stone on Growlithe

Pokémon SoulSilver — —

Pokémon Diamond — Use Fire Stone on Growlithe

Pokémon Pearl — Use Fire Stone on Growlithe

Pokémon Platinum — Use Fire Stone on Growlithe

Pokémon HeartGold
This legendary Chinese Pokémon is considered magnificent. Many people are enchanted by its grand mane.

Pokémon SoulSilver
Its magnificent bark conveys a sense of majesty. Anyone hearing it can't help but grovel before it.

EVOLUTION



Growlithe

Use Fire Stone



Arcanine

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
39	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 060 | Tadpole Pokémon
Poliwag

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
5	Bubble	Water	Special	20	100	30	2 Foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Mud Shot	Ground	Special	55	95	15	Normal	—
31	Belly Drum	Normal	Status	—	—	10	Self	—
35	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
38	Hydro Pump	Water	Special	120	80	5	Normal	—
41	Mud Bomb	Ground	Special	65	85	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

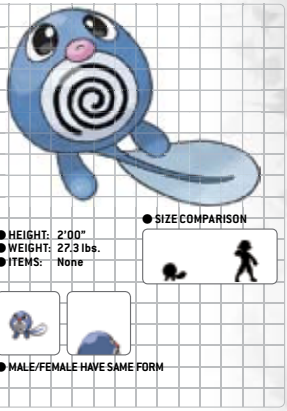
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mist	Ice	Status	—	—	30	2 Allies	—
Splash	Normal	Status	—	—	40	Self	—
BubbleBeam	Water	Special	65	100	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Mind Reader	Normal	Status	—	—	5	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Ice Ball	Ice	Physical	30	90	20	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Encore	Normal	Status	—	100	5	Normal	—



● HEIGHT: 2'00"
● WEIGHT: 27.3 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Water Absorb
● Damp

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

EGG GROUPS

Water 1

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★☆☆
JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 30 (water surface)

Pokémon SoulSilver Route 30 (water surface)

Pokémon Diamond Route 227 (water surface)

Pokémon Pearl Route 227 (water surface)

Pokémon Platinum Route 227 (water surface)

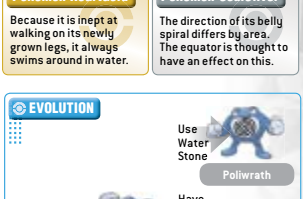
Pokémon HeartGold

Because it is inept at walking on its newly grown legs, it always swims around in water.

Pokémon SoulSilver

The direction of its belly spiral differs by area. The equator is thought to have an effect on this.

EVOLUTION



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No. 061 | Tadpole Pokémon
Poliwhirl

Water



● HEIGHT: 3'03"
● WEIGHT: 44.1 lbs.
● ITEMS: King's Rock

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Water Absorb
● Damp

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Water 1

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 30 (water surface)

Pokémon SoulSilver — Route 30 (water surface)

Pokémon Diamond — Route 225 (water surface)

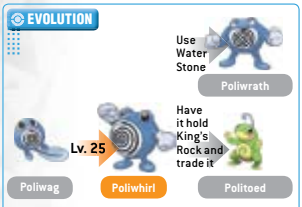
Pokémon Pearl — Route 225 (water surface)

Pokémon Platinum — Route 225 (water surface)

Pokémon HeartGold
The swirl on its belly subtly undulates. Staring at it may gradually cause drowsiness.

Pokémon SoulSilver
The skin on most of its body is moist. However, the skin on its belly spiral feels smooth.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Bubble	Water	Special	20	100	30	2 Foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
27	BubbleBeam	Water	Special	65	100	20	Normal	—
32	Mud Shot	Ground	Special	55	95	15	Normal	—
37	Belly Drum	Normal	Status	—	—	10	Self	—
43	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—
53	Mud Bomb	Ground	Special	65	85	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 062 | Tadpole Pokémon
Poliwrath

Water | Fighting



● HEIGHT: 4'03"
● WEIGHT: 119.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Submission	Fighting	Physical	80	80	25	Normal	○
43	DynamicPunch	Fighting	Physical	100	50	5	Normal	○
53	Mind Reader	Normal	Status	—	—	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

● Water Absorb
● Damp

STATS

HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

EGG GROUPS

Water 1

PERFORMANCE

SPEED ★☆
POWER ★★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Water Stone on Poliwhirl

Pokémon SoulSilver — Use Water Stone on Poliwhirl

Pokémon Diamond — Use Water Stone on Poliwhirl

Pokémon Pearl — Use Water Stone on Poliwhirl

Pokémon Platinum — Use Water Stone on Poliwhirl

Pokémon HeartGold

This strong and skilled swimmer is even capable of crossing the Pacific Ocean just by kicking.

Pokémon SoulSilver

Although an energetic, skilled swimmer that uses all of its muscles, it lives on dry land.

EVOLUTION



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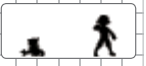
No. 063 | Psi Pokémon
Abra

Psychic



- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: TwistedSpoon

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Synchronize
- Inner Focus

EGG GROUPS
Human-Like

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆☆☆☆
POWER ★
SKILL ★★★★☆
STAMINA ★☆☆☆
JUMP ★★★☆☆

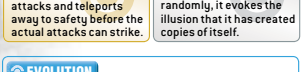
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 34
Pokémon SoulSilver	Route 34
Pokémon Diamond	Route 203
Pokémon Pearl	Route 203
Pokémon Platinum	Route 203

Pokémon HeartGold
It senses impending attacks and teleports away to safety before the actual attacks can strike.

Pokémon SoulSilver
If it decides to teleport randomly, it evokes the illusion that it has created copies of itself.

EVOLUTION



Abra → Kadabra → Alakazam

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Barrier	Psychic	Status	—	—	30	Self	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—
Guard Swap	Psychic	Status	—	—	10	Normal	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	2 Allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Role Play	Psychic	Status	—	—	10	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

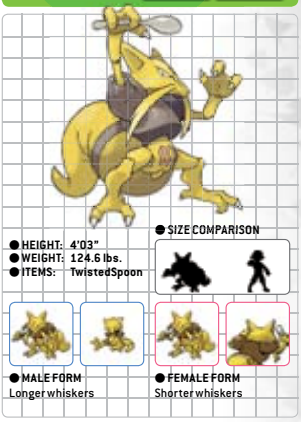
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 064 | Psi Pokémon
Kadabra

Psychic



- HEIGHT: 4'03"
- WEIGHT: 124.6 lbs.
- ITEMS: TwistedSpoon

SIZE COMPARISON

- MALE FORM: Longer whiskers
- FEMALE FORM: Shorter whiskers

ABILITIES

- Synchronize
- Inner Focus

STATS

HP	●
ATTACK	●●
DEFENSE	●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●●●

EGG GROUPS

Human-Like

PERFORMANCE

SPEED	★★★☆	STAMINA	★★☆
POWER	★☆☆	JUMP	★★☆
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Cerulean Cave
- Pokémon SoulSilver: Cerulean Cave
- Pokémon Diamond: Route 215
- Pokémon Pearl: Route 215
- Pokémon Platinum: Route 215

Pokémon HeartGold

It possesses strong spiritual power. The more danger it faces, the stronger its psychic power.

Pokémon SoulSilver

If it uses its abilities, it emits special alpha waves that cause machines to malfunction.

EVOLUTION



Abra → Kadabra → Alakazam

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No. 065 | Psi Pokémon
Alakazam

Psychic



- HEIGHT: 4'11"
- WEIGHT: 105.8 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer whiskers
- FEMALE FORM: Shorter whiskers

ABILITIES
- Synchronize
- Inner Focus

EGG GROUPS
Human-Like

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆
POWER ★
SKILL ★★★★★
STAMINA ★
JUMP ★★

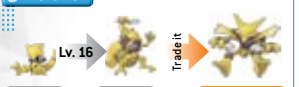
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Kadabra
Pokémon SoulSilver	Link trade Kadabra
Pokémon Diamond	Link trade Kadabra
Pokémon Pearl	Link trade Kadabra
Pokémon Platinum	Link trade Kadabra

Pokémon HeartGold
Closing both its eyes heightens all its other senses. This enables it to use its abilities to their extremes.

Pokémon SoulSilver
Its brain cells multiply continually until it dies. As a result, it remembers everything.

EVOLUTION



Abra → Kadabra → Alakazam

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	2 Allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Calm Mind	Psychic	Status	—	—	20	Self	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
31	Submission	Fighting	Physical	80	80	25	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
46	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Meditate	Psychic	Status	—	—	40	Self	—
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Close Combat	Fighting	Physical	120	100	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—

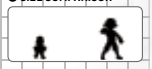
No. 066 | Superpower Pokémon
Machop

Fighting



● HEIGHT: 2'07"
● WEIGHT: 43.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Guts
● No Guard

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Human-Like

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Mt. Mortar
- Pokémon SoulSilver — Mt. Mortar
- Pokémon Diamond — Route 207
- Pokémon Pearl — Route 207
- Pokémon Platinum — Route 207

Pokémon HeartGold
Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.

Pokémon SoulSilver
It loves to work out and build its muscles. It is never satisfied, even if it trains hard all day long.

EVOLUTION



Machop → Machoke → Machamp

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No. 067 | Superpower Pokémon
Machoke

Fighting



- HEIGHT: 4'11"
- WEIGHT: 155.4 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Guts
- No Guard

EGG GROUPS

Human-Like

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

PERFORMANCE

SPEED	★★
POWER	★★★★
SKILL	★★☆
STAMINA	★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Cliff Cave
- Pokémon SoulSilver — Cliff Cave
- Pokémon Diamond — Route 210, Celestic Town side
- Pokémon Pearl — Route 210, Celestic Town side
- Pokémon Platinum — Route 210, Celestic Town side

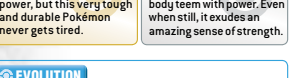
Pokémon HeartGold

It always goes at its full power, but this very tough and durable Pokémon never gets tired.

Pokémon SoulSilver

The muscles covering its body teem with power. Even when still, it exudes an amazing sense of strength.

EVOLUTION



Machop → Machoke → Machamp

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

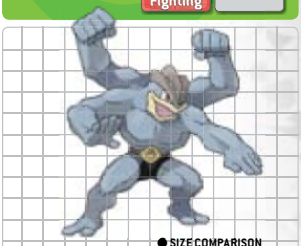
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 068 | Superpower Pokémon
Machamp
Fighting



● SIZE COMPARISON



● HEIGHT: 5'03"
● WEIGHT: 286.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
?	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES
● Guts
● No Guard

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Human-Like

PERFORMANCE
SPEED ★☆
POWER ★★★★★
SKILL ★★★★
STAMINA ★★★
JUMP ★★

● MAIN WAYS TO OBTAIN
Pokémon HeartGold Link trade Machoke

Pokémon SoulSilver Link trade Machoke

Pokémon Diamond Link trade Machoke

Pokémon Pearl Link trade Machoke

Pokémon Platinum Link trade Machoke

Pokémon HeartGold
It quickly swings its four arms to rock its opponents with ceaseless punches and chops from all angles.

Pokémon SoulSilver
It uses its four powerful arms to pin the limbs of its foe, then throws the victim over the horizon.

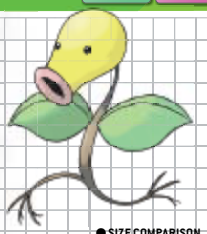
EVOLUTION


Machop → Machoke → Machamp

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No. 069 | Flower Pokémon
Bellsprout

Grass | Poison



● HEIGHT: 2'04"
● WEIGHT: 8.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll

EGG GROUPS
Grass

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★☆
POWER ★☆
SKILL ★★
STAMINA ★★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 31
- Pokémon SoulSilver — Route 31
- Pokémon Diamond — Route 229
- Pokémon Pearl — Route 229
- Pokémon Platinum — Route 224 (morning and afternoon only)

Pokémon HeartGold
Even though its body is extremely skinny, it is blindingly fast when catching its prey.

Pokémon SoulSilver
It plants its feet deep underground to replenish water. It can't escape its enemy while it's rooted.

EVOLUTION



Bellsprout → Weepinbell → Victreebel

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	2 Foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

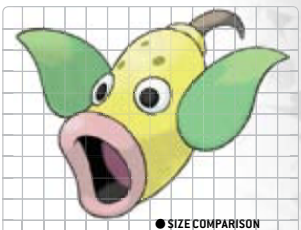
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
Encore	Normal	Status	—	100	5	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Synthesis	Grass	Status	—	—	5	Self	—
Leech Life	Bug	Physical	20	100	15	Normal	○
Ingrain	Grass	Status	—	—	20	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Weather Ball	Normal	Special	50	100	10	Normal	—

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No. 070 | Flycatcher Pokémon
Weepinbell

Grass | Poison



● HEIGHT: 3'03"
● WEIGHT: 14.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Grass

PERFORMANCE
SPEED ★☆
POWER ★★★
SKILL ★★
STAMINA ★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Route 44
- Pokémon SoulSilver — Route 44
- Pokémon Diamond — Route 224
- Pokémon Pearl — Route 224
- Pokémon Platinum — Route 224

Pokémon HeartGold
Even though it is filled with acid, it does not melt because it also oozes a protective fluid.

Pokémon SoulSilver
If its prey is bigger than its mouth, it slices up the victim with sharp leaves, then eats every morsel.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	2 Foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

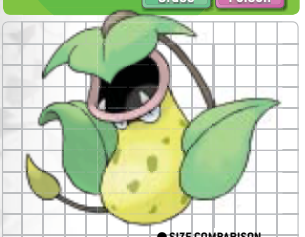
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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No. 071 | Flycatcher Pokémon
Victreebel

Grass | Poison



● HEIGHT: 5'07"
● WEIGHT: 34.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll

EGG GROUPS
Grass

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Leaf Stone on Weepinbell

Pokémon SoulSilver — Use Leaf Stone on Weepinbell

Pokémon Diamond — Use Leaf Stone on Weepinbell

Pokémon Pearl — Use Leaf Stone on Weepinbell

Pokémon Platinum — Use Leaf Stone on Weepinbell

Pokémon HeartGold
Acid that has dissolved many prey becomes sweeter, making it even more effective at attracting prey.

Pokémon SoulSilver
This horrifying plant Pokémon attracts prey with aromatic honey, then melts them in its mouth.

EVOLUTION



Bellsprout → Weepinbell → Victreebel

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Stockpile	Normal	Status	—	—	20	Self	—
1	Swallow	Normal	Status	—	—	10	Self	—
1	Spit Up	Normal	Special	—	100	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Sleep Powder	Grass	Status	—	75	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
47	Leaf Storm	Grass	Special	140	90	5	Normal	—
47	Leaf Blade	Grass	Physical	90	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

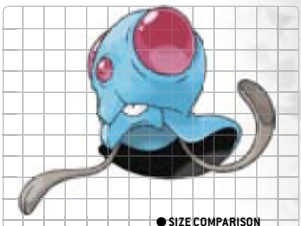
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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No. 072 | Jellyfish Pokémon
Tentacool

Water | Poison



● HEIGHT: 2'11"
● WEIGHT: 100.3 lbs.
● ITEMS: Poison Barb

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	2 Foes	—
15	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
33	Poison Jab	Poison	Physical	80	100	20	Normal	○
36	Screech	Normal	Status	—	85	40	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Haze	Ice	Status	—	—	30	All	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Acupressure	Normal	Status	—	—	30	1 Ally	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

ABILITIES

● Clear Body
● Liquid Ooze

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Water 3

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — New Bark Town (water surface)

Pokémon SoulSilver — New Bark Town (water surface)

Pokémon Diamond — Route 205 (water surface)

Pokémon Pearl — Route 205 (water surface)

Pokémon Platinum — Route 205 (water surface)

Pokémon HeartGold

When the tide goes out, dehydrated TENTACOOL remains can be found washed up on the shore.

Pokémon SoulSilver

It drifts aimlessly in waves. Very difficult to see in water, it may not be noticed until it stings.

EVOLUTION



Tentacool → Tentacruel

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No. 073 | Jellyfish Pokémon
Tentacruel

Water | Poison



● HEIGHT: 6'03"
● WEIGHT: 341.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Clear Body
● Liquid Ooze

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●●
SPEED ●●●●

EGG GROUPS
Water 3

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 36
Pokémon SoulSilver	—
Pokémon Diamond	Route 224 (water surface)
Pokémon Pearl	Route 224 (water surface)
Pokémon Platinum	Route 224 (water surface)

Pokémon HeartGold
It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

Pokémon SoulSilver
In battle, it extends all 80 of its tentacles to entrap its opponent inside a poisonous net.

EVOLUTION



Tentacool → Tentacruel

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	2 Foes	—
15	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
36	Poison Jab	Poison	Physical	80	100	20	Normal	○
42	Screech	Normal	Status	—	85	40	Normal	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—

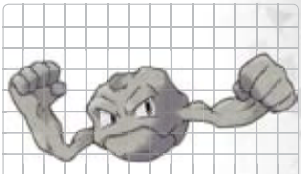
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 074 | Rock Pokémon
Geodude

Rock | Ground



● HEIGHT: 1'04"
● WEIGHT: 44.1 lbs.
● ITEMS: Everstone

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
32	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
36	Double-Edge	Normal	Physical	120	100	15	Normal	○
39	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mega Punch	Normal	Physical	80	85	20	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—

● ABILITIES
● Rock Head
● Sturdy

● STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

● EGG GROUPS
Mineral

● PERFORMANCE
SPEED ★☆
POWER ★★★
SKILL ★☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN
Pokémon HeartGold — Union Cave
Pokémon SoulSilver — Union Cave
Pokémon Diamond — Oreburgh Gate 1F
Pokémon Pearl — Oreburgh Gate 1F
Pokémon Platinum — Oreburgh Gate 1F

Pokémon HeartGold
Most people may not notice, but a closer look should reveal that there are many GEODUDE around.

Pokémon SoulSilver
It uses its arms to steadily climb steep mountain paths. It swings its fists around if angered.

● EVOLUTION


Geodude | Graveler | Golem

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No. 075 | Rock Pokémon
Graveler

Rock / Ground



● HEIGHT: 3'03"
● WEIGHT: 44.1 lbs.
● ITEMS: King's Rock

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Rock Head
- Sturdy

EGG GROUPS
Mineral

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★☆
POWER ★★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 45

Pokémon SoulSilver — Route 45

Pokémon Diamond — Route 214

Pokémon Pearl — Route 214

Pokémon Platinum — Route 214

Pokémon HeartGold

With a free and uncaring nature, it doesn't mind if pieces break off while it rolls down mountains.

Pokémon SoulSilver

A slow walker, it rolls to move. It pays no attention to any object that happens to be in its path.

EVOLUTION



Geodude → Graveler → Golem

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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Pokémon Moves

No. 076 | Megaton Pokémon

Golem

Rock / Ground

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVE MANIAC

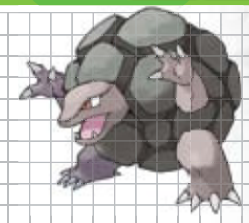
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 4'07"
- WEIGHT: 661.4 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES

- Rock Head
- Sturdy

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS

Mineral

PERFORMANCE

SPEED	★★	STAMINA	★★★★
POWER	★★★★	JUMP	★★
SKILL	★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Link trade Graveler
- Pokémon SoulSilver — Link trade Graveler
- Pokémon Diamond — Link trade Graveler
- Pokémon Pearl — Link trade Graveler
- Pokémon Platinum — Link trade Graveler

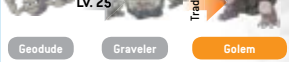
Pokémon HeartGold

It sheds its skin once a year. The discarded shell immediately hardens and crumbles away.

Pokémon SoulSilver

It is capable of blowing itself up. It uses this explosive force to jump from mountain to mountain.

EVOLUTION



Geodude → Graveler → Golem

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No. 077 | Fire Horse Pokémon
Ponyta

Fire



● HEIGHT: 3'03"
● WEIGHT: 66.1 lbs.
● ITEMS: Shuca Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Run Away
● Flash Fire

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆☆
POWER ★★
SKILL ★★
STAMINA ★★★
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 26
Pokémon SoulSilver	Route 26
Pokémon Diamond	Route 206
Pokémon Pearl	Route 206
Pokémon Platinum	Route 206

Pokémon HeartGold
It is a weak runner immediately after birth. It gradually becomes faster by chasing after its parents.

Pokémon SoulSilver
Its hind legs, which have hooves that are harder than diamond, kick back at any presence it senses behind it.

EVOLUTION



Lv. 40



Ponyta → Rapidash

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Ember	Fire	Special	40	100	25	Normal	—
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
42	Bounce	Flying	Physical	85	85	5	Normal	○
46	Flare Blitz	Fire	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Hypnosis	Psychic	Status	—	60	20	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Horn Drill	Normal	Physical	—	30	5	Normal	○
Morning Sun	Normal	Status	—	—	5	Self	—

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No. 078 | Fire Horse Pokémon
Rapidash

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Megahorn	Bug	Physical	120	85	10	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
6	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Ember	Fire	Special	40	100	25	Normal	—
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
40	Fury Attack	Normal	Physical	15	85	20	Normal	○
47	Bounce	Flying	Physical	85	85	5	Normal	○
56	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

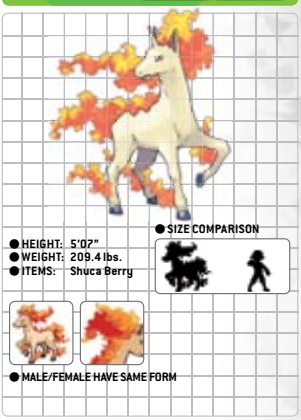
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○



- HEIGHT: 5'07"
- WEIGHT: 209.4 lbs.
- ITEMS: Shuca Berry

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES

- Run Away
- Flash Fire

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★★★
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 28
- Pokémon SoulSilver — Route 28
- Pokémon Diamond — Level up Ponyta to Lv. 40
- Pokémon Pearl — Level up Ponyta to Lv. 40
- Pokémon Platinum — Level up Ponyta to Lv. 40

Pokémon HeartGold

At full gallop, its four hooves barely touch the ground because it moves so incredibly fast.

Pokémon SoulSilver

With incredible acceleration, it reaches its top speed of 150 mph after running just 10 steps.

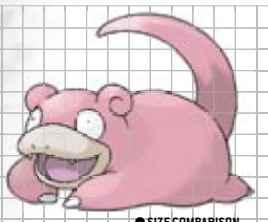
EVOLUTION



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No. 079 | Dopey Pokémon
Slowpoke

Water | Psychic



● HEIGHT: 3'11"
● WEIGHT: 79.4 lbs.
● ITEMS: Lagging Tail

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Oblivious
● Own Tempo

EGG GROUPS
Monster
Water 1

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★
POWER ★★
SKILL ★★☆☆☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — SLOWPOKE Well

Pokémon SoulSilver — SLOWPOKE Well

Pokémon Diamond — —

Pokémon Pearl — Route 205, Eterna City side (use Poké Radar)

Pokémon Platinum — Route 205, Eterna City side (use Poké Radar)

Pokémon HeartGold
It lazes vacantly near water. If something bites its tail, it won't even notice for a whole day.

Pokémon SoulSilver
A sweet sap leaks from its tail's tip. Although not nutritious, the tail is pleasant to chew on.

EVOLUTION


Slowpoke

Lv. 37


Slowbro

Have it hold King's Rock and trade it


Slowking

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Slack Off	Normal	Status	—	—	10	Self	—
43	Amnesia	Psychic	Status	—	—	20	Self	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Rain Dance	Water	Status	—	—	5	All	—
57	Psych Up	Normal	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Safeguard	Normal	Status	—	—	25	2 Allies	—
Belly Drum	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Stomp	Normal	Physical	65	100	20	Normal	○
Mud Sport	Ground	Status	—	—	15	All	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Snore	Normal	Special	40	100	15	Normal	—
Me First	Normal	Status	—	—	20	Depends	—
Block	Normal	Status	—	—	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○

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No. 080 | Hermit Crab Pokémon
Slowbro

Water | Psychic



● HEIGHT: 5'03"
● WEIGHT: 173.1 lbs.
● ITEMS: King's Rock

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Withdraw	Water	Status	—	—	40	Self	—
41	Slack Off	Normal	Status	—	—	10	Self	—
47	Amnesia	Psychic	Status	—	—	20	Self	—
54	Psychic	Psychic	Special	90	100	10	Normal	—
61	Rain Dance	Water	Status	—	—	5	All	—
67	Psych Up	Normal	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● ABILITIES

● Oblivious
● Own Tempo

● STATS

HP	●●●●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●

● EGG GROUPS

Monster
Water 1

● PERFORMANCE

SPEED ★
POWER ★★★
SKILL ★★☆☆☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	SLOWPOKE Well B2F (water surface)
Pokémon SoulSilver	SLOWPOKE Well B2F (water surface)
Pokémon Diamond	—
Pokémon Pearl	Level up Slowpoke to Lv. 37
Pokémon Platinum	Level up Slowpoke to Lv. 37

Pokémon HeartGold
If the tail-biting SHELLDER is thrown off in a harsh battle, it reverts to being an ordinary SLOWPOKE.

Pokémon SoulSilver
Naturally dull to begin with, it lost its ability to feel pain due to SHELLDER's seeping poison.

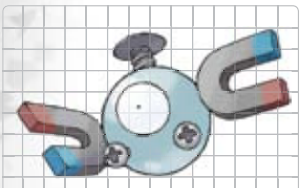
● EVOLUTION



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No. 081 | Magnet Pokémon
Magnemite

Electric | Steel



● HEIGHT: 1'00"
● WEIGHT: 13.2 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Magnet Pull
● Sturdy

EGG GROUPS
Mineral

STATS
HP ●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★☆
SKILL ★★★☆
STAMINA ★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 38

Pokémon SoulSilver — Route 38

Pokémon Diamond — Fuego Ironworks (mass outbreak)

Pokémon Pearl — Fuego Ironworks (mass outbreak)

Pokémon Platinum — Fuego Ironworks

Pokémon HeartGold
It is attracted by electro-magnetic waves. It may approach Trainers if they are using their Pokégear.

Pokémon SoulSilver
The units at the sides of its body generate anti-gravity energy to keep it aloft in the air.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
38	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Mirror Shot	Steel	Special	65	85	10	Normal	—
46	Magnet Rise	Electric	Status	—	—	10	Self	—
49	Gyro Ball	Steel	Physical	—	100	5	Normal	○
54	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

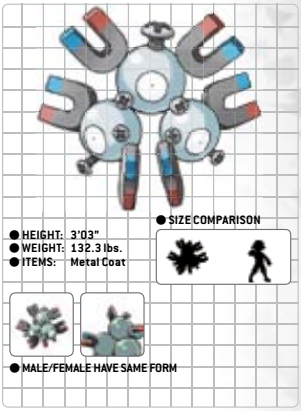
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

* Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

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No. 082 | Magnet Pokémon
Magneton

Electric | Steel



● HEIGHT: 3'03"
● WEIGHT: 132.3 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
34	Screech	Normal	Status	—	85	40	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
46	Mirror Shot	Steel	Special	65	85	10	Normal	—
50	Magnet Rise	Electric	Status	—	—	10	Self	—
54	Gyro Ball	Steel	Physical	—	100	5	Normal	○
60	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

● ABILITIES

● Magnet Pull
● Sturdy

● EGG GROUPS

Mineral

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●

● PERFORMANCE

SPEED ★★★
POWER ★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Peak Area)

Pokémon SoulSilver — Safari Zone (Peak Area)

Pokémon Diamond — Level up Magnemite to Lv. 30

Pokémon Pearl — Level up Magnemite to Lv. 30

Pokémon Platinum — Victory Road 2F

Pokémon HeartGold

Three MAGNEMITE are linked by a strong magnetic force. Earaches will occur if you get too close.

Pokémon SoulSilver

The MAGNEMITE are united by a magnetism so powerful, it dries all moisture in its vicinity.

● EVOLUTION



*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

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No. 083 | Wild Duck Pokémon
Farfetch'd

Normal | Flying



● SIZE COMPARISON



● HEIGHT: 2'07"
● WEIGHT: 33.1 lbs.
● ITEMS: Stick



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye
● Inner Focus

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Flying
Field

PERFORMANCE
SPEED ★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 38 or Safari Zone (Wetland Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Route 38 or Safari Zone (Wetland Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 221 (mass outbreak)

Pokémon Pearl — Route 221 (mass outbreak)

Pokémon Platinum — Route 221 (mass outbreak)

Pokémon HeartGold
If anyone tries to disturb where the essential plant stalks grow, it uses its own stalk to thwart them.

Pokémon SoulSilver
If it eats the plant stalk it carries as emergency rations, it runs off in search of a new stalk.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Fury Cutter	Bug	Physical	10	95	20	Normal	○
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Knock Off	Dark	Physical	20	100	20	Normal	○
13	Aerial Ace	Flying	Physical	60	—	20	Normal	○
19	Slash	Normal	Physical	70	100	20	Normal	○
21	Air Cutter	Flying	Special	55	95	25	2 Foes	—
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Agility	Psychic	Status	—	—	30	Self	—
33	Night Slash	Dark	Physical	70	100	15	Normal	○
37	Air Slash	Flying	Special	75	95	20	Normal	—
43	Feint	Normal	Physical	50	100	10	Normal	—
45	False Swipe	Normal	Physical	40	100	40	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○

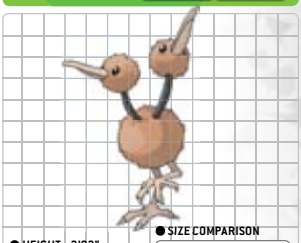
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Steel Wing	Steel	Physical	70	90	25	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Gust	Flying	Special	40	100	35	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
FeatherDance	Flying	Status	—	100	15	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Covet	Normal	Physical	40	100	40	Normal	○
Mud-Slap	Ground	Special	20	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	○
Leaf Blade	Grass	Physical	90	100	15	Normal	○

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No. 084 | Twin Bird Pokémon
Doduo

Normal | Flying



● HEIGHT: 3'03"
● WEIGHT: 14.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Black necks

● FEMALE FORM
Brown necks

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	1 Random	—
28	Acupressure	Normal	Status	—	—	30	1 Ally	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Agility	Psychic	Status	—	—	30	Self	—
41	Drill Peck	Flying	Physical	80	100	20	Normal	○
46	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Mirror Move	Flying	Status	—	—	20	Depends	—
Brave Bird	Flying	Physical	120	100	15	Normal	○

ABILITIES

● Run Away
● Early Bird

STATS

HP ●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS

Flying

PERFORMANCE

SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 28 (morning and afternoon only)

Pokémon SoulSilver — Route 28 (morning and afternoon only)

Pokémon Diamond — Route 201 (mass outbreak)

Pokémon Pearl — Route 201 (mass outbreak)

Pokémon Platinum — Route 201 (mass outbreak)

Pokémon HeartGold

By alternately raising and lowering its two heads, it balances itself to be more stable while running.

Pokémon SoulSilver

It races through grassy plains with powerful strides, leaving footprints up to four inches deep.

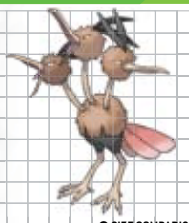
EVOLUTION



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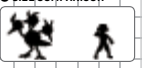
No. 085 | Triple Bird Pokémon
Dodrio

Normal | Flying



● HEIGHT: 5'11"
● WEIGHT: 187.8 lbs.
● ITEMS: Sharp Beak

● SIZE COMPARISON





● MALE FORM
Black necks



● FEMALE FORM
Brown necks

ABILITIES
● Run Away
● Early Bird

EGG GROUPS
Flying

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★
SKILL ★★
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 28 (morning and afternoon only)

Pokémon SoulSilver — Route 28 (morning and afternoon only)

Pokémon Diamond — Level up Doduo to Lv. 31

Pokémon Pearl — Level up Doduo to Lv. 31

Pokémon Platinum — Level up Doduo to Lv. 31

Pokémon HeartGold
It collects data and plans three times as wisely, but it may think too much and fall into a state of immobility.

Pokémon SoulSilver
If one of the heads gets to eat, the others will be satisfied, too, and they will stop squabbling.

EVOLUTION



Doduo

Lv. 31



Dodrio

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	1 Random	—
28	Acupressure	Normal	Status	—	—	30	1 Ally	—
34	Tri Attack	Normal	Special	80	100	10	Normal	—
41	Agility	Psychic	Status	—	—	30	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	○
54	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—

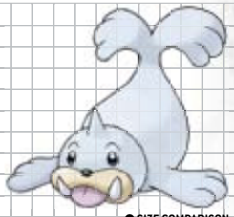
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 086 | Sea Lion Pokémon
Seel

Water



● HEIGHT: 2'11"
● WEIGHT: 100.3 lbs.
● ITEMS: Poison Barb

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Sport	Water	Status	—	—	15	All	—
11	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	—
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Perish Song	Normal	Status	—	—	5	All	—
Disable	Normal	Status	—	80	20	Normal	—
Horn Drill	Normal	Physical	—	30	5	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

ABILITIES
● Thick Fat
● Hydration

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS
Water 1
Field

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Whirl Islands
Pokémon SoulSilver	Whirl Islands
Pokémon Diamond	Route 226 (water surface)
Pokémon Pearl	—
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
Although it can't walk well on land, it is a graceful swimmer. It especially loves being in frigid seas.

Pokémon SoulSilver
In daytime, it is often found asleep on the seabed in shallow waters. Its nostrils close while it swims.

EVOLUTION



Seel → Dewgong

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No. 087 | Sea Lion Pokémon
Dewgong

Water | Ice



- HEIGHT: 5'07"
- WEIGHT: 264.6 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Thick Fat
- Hydration

EGG GROUPS
Water 1

Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★
POWER ★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Seafoam Islands B3F

Pokémon SoulSilver — Seafoam Islands B3F

Pokémon Diamond — Route 226 (water surface)

Pokémon Pearl — —

Pokémon Platinum — Victory Road 1F (Route 224 side, water surface)

Pokémon HeartGold

Its streamlined body has little drag in water. The colder the temperature, the friskier it gets.

Pokémon SoulSilver

It loves frigid seas with ice floes. It uses its long tail to change swimming direction quickly.

EVOLUTION



Seel → Dewgong

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Icy Wind	Ice	Special	55	95	15	2 Foes	—
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Signal Beam	Bug	Special	75	100	15	Normal	—
11	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
34	Sheer Cold	Ice	Special	—	30	5	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	—
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 088 | Sludge Pokémon
Grimer

Poison



● HEIGHT: 2'11"
● WEIGHT: 66.1 lbs.
● ITEMS: Nugget

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
39	Acid Armor	Poison	Status	—	—	40	Self	—
44	Gunk Shot	Poison	Physical	120	70	5	Normal	—
49	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Haze	Ice	Status	—	—	30	All	—
Mean Look	Normal	Status	—	—	5	Normal	—
Lick	Ghost	Physical	20	100	30	Normal	○
Imprison	Psychic	Status	—	—	10	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Shadow Punch	Ghost	Physical	60	—	20	Normal	○
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

● ABILITIES
● Stench
● Sticky Hold

● STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

● EGG GROUPS
Amorphous

● PERFORMANCE
SPEED ★
POWER ★★★☆
SKILL ★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN
Pokémon HeartGold — Safari Zone (Marshland Area)
Pokémon SoulSilver — Safari Zone (Marshland Area)
Pokémon Diamond — Route 212, Pastoria City side (use Poké Radar)
Pokémon Pearl — Route 212, Pastoria City side (use Poké Radar)
Pokémon Platinum — Route 212, Pastoria City side (use Poké Radar)

Pokémon HeartGold
As it moves, it loses bits of its body, from which new GRIMER emerge. This worsens the stench around it.

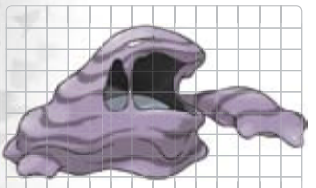
Pokémon SoulSilver
Wherever GRIMER has passed, so many germs are left behind that no plants will ever grow again.

● EVOLUTION


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No. 089 | Sludge Pokémon
Muk

Poison



● HEIGHT: 3'11"
● WEIGHT: 66.1 lbs.
● ITEMS: Nugget

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Stench
● Sticky Hold

EGG GROUPS
Amorphous

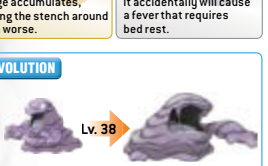
STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆☆☆☆
POWER ★★★★
SKILL ★☆☆☆☆
STAMINA ★★★★★
JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN
Pokémon HeartGold — Route 17
Pokémon SoulSilver — Route 17
Pokémon Diamond — Level up Grimer to Lv. 38
Pokémon Pearl — Level up Grimer to Lv. 38
Pokémon Platinum — Level up Grimer to Lv. 38

Pokémon HeartGold
They love to gather in smelly areas where sludge accumulates, making the stench around them worse.

Pokémon SoulSilver
Its body is made of a powerful poison. Touching it accidentally will cause a fever that requires bed rest.

EVOLUTION


● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
44	Acid Armor	Poison	Status	—	—	40	Self	—
54	Gunk Shot	Poison	Physical	120	70	5	Normal	—
65	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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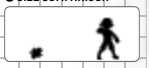
No. 090 Bivalve Pokémon
Shellder

Water



● HEIGHT: 1'00"
● WEIGHT: 8.8 lbs.
● ITEMS: Pearl, Big Pearl

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Withdraw	Water	Status	—	—	40	Self	—
8	Supersonic	Normal	Status	—	55	20	Normal	—
13	Icicle Spear	Ice	Physical	10	100	30	Normal	—
16	Protect	Normal	Status	—	—	10	Self	—
20	Leer	Normal	Status	—	100	30	2 Foes	—
25	Clamp	Water	Physical	35	75	10	Normal	○
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Aurora Beam	Ice	Special	65	100	20	Normal	—
37	Whirlpool	Water	Special	15	70	15	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Brine	Water	Special	65	100	10	Normal	—
49	Ice Beam	Ice	Special	95	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	○
Barrier	Psychic	Status	—	—	30	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Rock Blast	Rock	Physical	25	80	10	Normal	—

ABILITIES

● Shell Armor
● Skill Link

STATS

HP ●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS

Water 3

PERFORMANCE

SPEED ★★☆
POWER ★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — New Bark Town (Good Rod)

Pokémon SoulSilver — New Bark Town (Good Rod)

Pokémon Diamond — Route 205 (Super Rod)

Pokémon Pearl — Route 205 (Super Rod)

Pokémon Platinum — Route 205 (Super Rod)

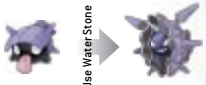
Pokémon HeartGold

It swims facing backward by opening and closing its two-piece shell. It is surprisingly fast.

Pokémon SoulSilver

Grains of sand trapped in its shells mix with its body fluids to form beautiful pearls.

EVOLUTION



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No. 091 | Bivalve Pokémon
Cloyster

Water | Ice



● SIZE COMPARISON



● HEIGHT: 4'11"
● WEIGHT: 292.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Shell Armor
● Skill Link

EGG GROUPS

Water 3

STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE

SPEED ★☆
POWER ★★★★☆
SKILL ★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Water Stone on Shellder

Pokémon SoulSilver — Use Water Stone on Shellder

Pokémon Diamond — Use Water Stone on Shellder

Pokémon Pearl — Use Water Stone on Shellder

Pokémon Platinum — Use Water Stone on Shellder

Pokémon HeartGold

Once it slams its shell shut, it is impossible to open, even by those with superior strength.

Pokémon SoulSilver

CLOYSTER that live in seas with harsh tidal currents grow large, sharp spikes on their shells.

EVOLUTION



Shellder

Use Water Stone



Cloyster

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20		—
1	Withdraw	Water	Status	—	—	40		—
1	Supersonic	Normal	Status	—	55	20		—
1	Aurora Beam	Ice	Special	65	100	20		—
1	Protect	Normal	Status	—	—	10		—
28	Spikes	Ground	Status	—	—	20		—
40	Spike Cannon	Normal	Physical	20	100	15		—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

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No. 092 | Gas Pokémon
Gastly

Ghost | Poison



- HEIGHT: 4'03"
- WEIGHT: 0.2 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Payback	Dark	Physical	50	100	10	Normal	○
29	Shadow Ball	Ghost	Special	80	100	15	Normal	—
33	Dream Eater	Psychic	Special	100	100	15	Normal	—
36	Dark Pulse	Dark	Special	80	100	15	Normal	—
40	Destiny Bond	Ghost	Status	—	—	5	Self	—
43	Nightmare	Ghost	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psywave	Psychic	Special	—	80	15	Normal	—
Perish Song	Normal	Status	—	—	5	All	—
Haze	Ice	Status	—	—	30	All	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Grudge	Ghost	Status	—	—	5	Self	—
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Disable	Normal	Status	—	80	20	Normal	—

● ABILITIES
- Levitate

● STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●●●
SP. DEFENSE ●
SPEED ●●●●

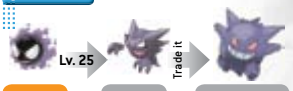
● EGG GROUPS
Amorphous

● PERFORMANCE
SPEED ★★★★
POWER ★
SKILL ★★★★
STAMINA ★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Sprout Tower (night only)
- Pokémon SoulSilver — Sprout Tower (night only)
- Pokémon Diamond — Old Chateau
- Pokémon Pearl — Old Chateau
- Pokémon Platinum — Old Chateau

Pokémon HeartGold
With its gas-like body, it can sneak into any place it desires. However, it can be blown away by wind.

Pokémon SoulSilver
Its body is made of gas. Despite lacking substance, it can envelop an opponent of any size and cause suffocation.

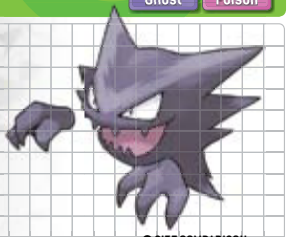
● EVOLUTION


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No. 093 | Gas Pokémon

Haunter

Ghost Poison



● HEIGHT: 5'03"
● WEIGHT: 0.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Levitate

STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Amorphous

PERFORMANCE

SPEED ★★★☆
POWER ★
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Forest Area)

Pokémon SoulSilver — Safari Zone (Forest Area)

Pokémon Diamond — Turnback Cave

Pokémon Pearl — Turnback Cave

Pokémon Platinum — Turnback Cave

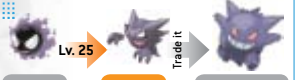
Pokémon HeartGold

In total darkness, where nothing is visible, HAUNTER lurks, silently stalking its next victim.

Pokémon SoulSilver

Its tongue is made of gas. If licked, its victim starts shaking constantly until death eventually comes.

EVOLUTION



Gastly → Haunter → Gengar

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

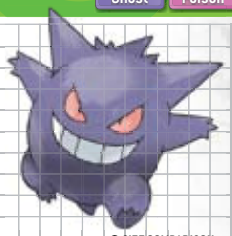
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

Pokémon Moves

No. 094 | Shadow Pokémon

Gengar

Ghost | Poison



- HEIGHT: 4'11"
- WEIGHT: 89.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Levitate

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●
SPEED	●●●●●

EGG GROUPS

Amorphous

PERFORMANCE

SPEED	★★☆	STAMINA	★★★★
POWER	★★☆	JUMP	★★☆
SKILL	★★★★★		

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Link trade Haunter
- **Pokémon SoulSilver** — Link trade Haunter
- **Pokémon Diamond** — Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
- **Pokémon Pearl** — Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
- **Pokémon Platinum** — Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

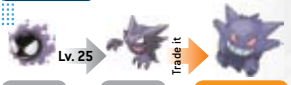
Pokémon HeartGold

It steals heat from its surroundings. If you feel a sudden chill, it is certain that a GENGAR appeared.

Pokémon SoulSilver

To steal the life of its target, it slips into the prey's shadow and silently waits for an opportunity.

EVOLUTION



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No. 095 | Rock Snake Pokémon
Onix

Rock / Ground



● HEIGHT: 28'10"
● WEIGHT: 463.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Rock Head
● Sturdy

EGG GROUPS
Mineral

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★
SKILL ★☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Union Cave (night only)

Pokémon SoulSilver — Union Cave (night only)

Pokémon Diamond — Oreburgh Mine B1F

Pokémon Pearl — Oreburgh Mine B1F

Pokémon Platinum — Oreburgh Mine B1F

Pokémon HeartGold
It twists and squirms through the ground. The thunderous roar of its tunneling echoes a long way.

Pokémon SoulSilver
It rapidly bores through the ground at 50 mph by squirming and twisting its massive, rugged body.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	DragonBreath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	○
46	Sand Tomb	Ground	Physical	15	70	15	Normal	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	○
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Flail	Normal	Physical	—	100	15	Normal	○
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Block	Normal	Status	—	—	5	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Rock Blast	Rock	Physical	25	80	10	Normal	—

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No. 096 | Hypnosis Pokémon
Drowzee

Psychic



● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 132.3 lbs.
● ITEMS: Metal Coat



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
26	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
32	Headbutt	Normal	Physical	70	100	15	Normal	○
37	Swagger	Normal	Status	—	90	15	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Nasty Plot	Dark	Status	—	—	20	Self	—
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Barrier	Psychic	Status	—	—	30	Self	—
Assist	Normal	Status	—	—	20	Depends	—
Role Play	Psychic	Status	—	—	10	Normal	—
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Nasty Plot	Dark	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Psycho Cut	Psychic	Physical	70	100	20	Normal	—
Guard Swap	Psychic	Status	—	—	10	Normal	—

● ABILITIES

● Insomnia
● Forewarn

● EGG GROUPS

Human-Like

● STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●

● PERFORMANCE

SPEED ★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 34
- Pokémon SoulSilver — Route 34
- Pokémon Diamond — Route 215 (mass outbreak)
- Pokémon Pearl — Route 215 (mass outbreak)
- Pokémon Platinum — Route 215 (mass outbreak)

Pokémon HeartGold
If you think that you had a good dream but you can't remember it, a DROWZEE has probably eaten it.

Pokémon SoulSilver
It remembers every dream it eats. It rarely eats the dreams of adults because children's are much tastier.

● EVOLUTION



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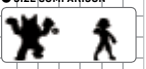
No. 097 | Hypnosis Pokémon
Hypno

Psychic



● HEIGHT: 5'03"
● WEIGHT: 166.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter mane

● FEMALE FORM
Longer mane

ABILITIES
- Insomnia
- Forewarn

EGG GROUPS
Human-Like

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area, night only)

Pokémon SoulSilver — Safari Zone (Swamp Area, night only)

Pokémon Diamond — Level up Drowzee to Lv. 26

Pokémon Pearl — Level up Drowzee to Lv. 26

Pokémon Platinum — Level up Drowzee to Lv. 26

Pokémon HeartGold
When it is very hungry, it puts humans it meets to sleep, then it feasts on their dreams.

Pokémon SoulSilver
Always holding a pendulum that it swings at a steady rhythm, it causes drowsiness in anyone nearby.

EVOLUTION



Drowzee → Hypno

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nightmare	Ghost	Status	—	100	15	Normal	—
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
28	Psybeam	Psychic	Special	65	100	20	Normal	—
33	Psych Up	Normal	Status	—	—	10	Normal	—
38	Headbutt	Normal	Physical	70	100	15	Normal	○
45	Swagger	Normal	Status	—	90	15	Normal	—
50	Psychic	Psychic	Special	90	100	10	Normal	—
55	Nasty Plot	Dark	Status	—	—	20	Self	—
64	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
69	Future Sight	Psychic	Special	80	90	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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Pokémon Moves

No. 098 | River Crab Pokémon

Krabby

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status	—	100	30	2 Foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
29	Protect	Normal	Status	—	—	10	Self	—
31	Guillotine	Normal	Physical	—	30	5	Normal	○
35	Slam	Normal	Physical	80	75	20	Normal	○
39	Brine	Water	Special	65	100	10	Normal	—
41	Crabhammer	Water	Physical	90	85	10	Normal	○
45	Flail	Normal	Physical	—	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

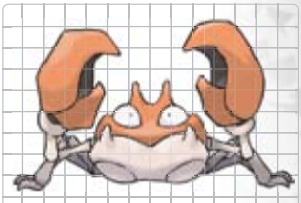
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dig	Ground	Physical	80	100	10	Normal	○
Haze	Ice	Status			30	All	—
Amnesia	Psychic	Status			20	Self	—
Flail	Normal	Physical		100	15	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Swords Dance	Normal	Status			30	Self	—
Tickle	Normal	Status		100	20	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Agility	Psychic	Status			30	Self	—



- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Hyper Cutter
- Shell Armor

STATS

HP	●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●
SP. DEFENSE	●
SPEED	●●

EGG GROUPS

Water 3

PERFORMANCE

SPEED	★★☆
POWER	★★★★
SKILL	★☆☆
STAMINA	★★★☆
JUMP	★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Whirl Islands
- Pokémon SoulSilver — Whirl Islands
- Pokémon Diamond — Route 226 (mass outbreak)
- Pokémon Pearl — Route 226 (mass outbreak)
- Pokémon Platinum — Route 226 (mass outbreak)

Pokémon HeartGold

If it senses danger approaching, it cloaks itself with bubbles from its mouth so it will look bigger.

Pokémon SoulSilver

The pincers break off easily. If it loses a pincer, it somehow becomes incapable of walking sideways.

EVOLUTION

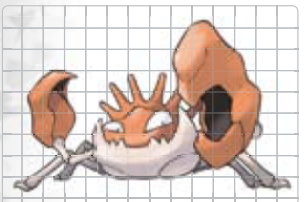


Krabby → Kingler

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No. 099 | Pincer Pokémon
Kingler

Water



● HEIGHT: 4'03"
● WEIGHT: 132.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hyper Cutter
● Shell Armor

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Water 3

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Cliff Cave

Pokémon SoulSilver — Cliff Cave

Pokémon Diamond — Level up Krabby to Lv. 28

Pokémon Pearl — Level up Krabby to Lv. 28

Pokémon Platinum — Level up Krabby to Lv. 28

Pokémon HeartGold

It can hardly lift its massive, overgrown pincer. The pincer's size makes it difficult to aim properly.

Pokémon SoulSilver

Its pincers grow peculiarly large. If it lifts the pincers too fast, it loses its balance and staggers.

EVOLUTION



Krabby → Kingler

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status	—	100	30	2 Foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
32	Protect	Normal	Status	—	—	10	Self	—
37	Guillotine	Normal	Physical	—	30	5	Normal	○
44	Slam	Normal	Physical	80	75	20	Normal	○
51	Brine	Water	Special	65	100	10	Normal	—
56	Crabhammer	Water	Physical	90	85	10	Normal	○
63	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

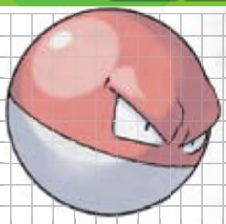
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 100 Ball Pokémon
Voltorb

Electric



● HEIGHT: 1'08"
● WEIGHT: 22.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
33	Swift	Normal	Special	60	—	20	2 Foes	—
36	Magnet Rise	Electric	Status	—	—	10	Self	—
40	Gyro Ball	Steel	Physical	—	100	5	Normal	○
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
47	Mirror Coat	Psychic	Special	—	100	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

ABILITIES

● Soundproof
● Static

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Mineral

PERFORMANCE

SPEED ★★★★★
POWER ★☆
SKILL ★★★
STAMINA ★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 10
- Pokémon SoulSilver — Route 10
- Pokémon Diamond — Route 218 (mass outbreak)
- Pokémon Pearl — Route 218 (mass outbreak)
- Pokémon Platinum — Route 218 (mass outbreak)

Pokémon HeartGold

It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

Pokémon SoulSilver

It was discovered when Poké Balls were introduced. It is said that there is some connection.

EVOLUTION

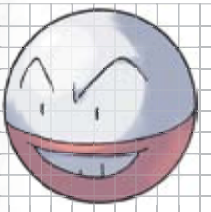


Voltorb → Electrode

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No. 101 | Ball Pokémon
Electrode

Electric



● HEIGHT: 3'11"
● WEIGHT: 146.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Soundproof
● Static

EGG GROUPS
Mineral

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Team Rocket's HQ (story event)

Pokémon SoulSilver — Team Rocket's HQ (story event)

Pokémon Diamond — Level up Voltorb to Lv. 30

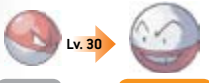
Pokémon Pearl — Level up Voltorb to Lv. 30

Pokémon Platinum — Level up Voltorb to Lv. 30

Pokémon HeartGold
It is dangerous. If it has too much electricity and has nothing to do, it amuses itself by exploding.

Pokémon SoulSilver
It stores an overflowing amount of electric energy inside its body. Even a small shock makes it explode.

EVOLUTION



Voltorb → Electrode

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Spark	Electric	Physical	65	100	20	Normal	○
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
35	Swift	Normal	Special	60	—	20	2 Foes	—
40	Magnet Rise	Electric	Status	—	—	10	Self	—
46	Gyro Ball	Steel	Physical	—	100	5	Normal	○
51	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
57	Mirror Coat	Psychic	Special	—	100	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Reflect	Psychic	Status	—	—	20	2 Allies	—
11	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Bullet Seed	Grass	Physical	—	100	30	Normal	—
19	Stun Spore	Grass	Status	—	75	30	Normal	—
21	PoisonPowder	Poison	Status	—	75	35	Normal	—
23	Sleep Powder	Grass	Status	—	75	15	Normal	—
27	Confusion	Psychic	Special	50	100	25	Normal	—
33	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	SolarBeam	Grass	Special	120	100	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

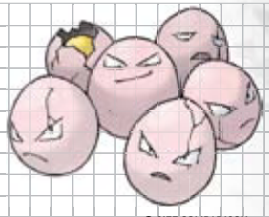
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Synthesis	Grass	Status	—	—	5	Self	—
Moonlight	Normal	Status	—	—	5	Self	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
AncientPower	Rock	Special	60	100	5	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Ingrain	Grass	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Nature Power	Normal	Status	—	—	20	Depends	—
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

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No. 102 | Egg Pokémon
Exeggcute

Grass | Psychic



- HEIGHT: 1'04"
- WEIGHT: 5.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Chlorophyll

EGG GROUPS
Grass

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: New Bark Town (use Headbutt)
- Pokémon SoulSilver: New Bark Town (use Headbutt)
- Pokémon Diamond: Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)
- Pokémon Pearl: Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)
- Pokémon Platinum: Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)

Pokémon HeartGold
Their shells are very durable. Even if they crack, they can survive without spilling their contents.

Pokémon SoulSilver
Using telepathy only they can employ, they always form a cluster of six EXEGGCUTE.

EVOLUTION



Use Leaf Stone



Exeggcute → Exeggutor

No. 103 | Coconut Pokémon
Exeggutor

Grass | Psychic



● SIZE COMPARISON



● HEIGHT: 6'02"
● WEIGHT: 264.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll

EGG GROUPS
Grass

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use the Leaf Stone on Exeggcute

Pokémon SoulSilver — Use the Leaf Stone on Exeggcute

Pokémon Diamond — Use the Leaf Stone on Exeggcute

Pokémon Pearl — Use the Leaf Stone on Exeggcute

Pokémon Platinum — Use the Leaf Stone on Exeggcute

Pokémon HeartGold
Its three heads think independently. However, they are friendly and never appear to squabble.

Pokémon SoulSilver
If a head drops off, it emits a telepathic call in search of others to form an EXEGGCUTE cluster.

EVOLUTION



Use Leaf Stone



Exeggcute → Exeggutor

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Seed Bomb	Grass	Physical	80	100	15	Normal	—
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
17	Stomp	Normal	Physical	65	100	20	Normal	○
27	Egg Bomb	Normal	Physical	100	75	10	Normal	—
37	Wood Hammer	Grass	Physical	120	100	15	Normal	○
47	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Gravity	Psychic	Status	—	—	5	All	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

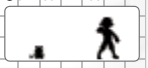
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No. 104 | Lonely Pokémon
Cubone

Ground



● SIZE COMPARISON



● HEIGHT: 1'04"
● WEIGHT: 14.3 lbs.
● ITEMS: Thick Club



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status	—	100	30	2 Foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Thrash	Normal	Physical	90	100	20	1 Random	○
33	Fling	Dark	Physical	—	100	10	Normal	—
37	Bone Rush	Ground	Physical	25	80	10	Normal	—
41	Endeavor	Normal	Physical	—	100	5	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
AncientPower	Rock	Special	60	100	5	Normal	—
Belly Drum	Normal	Status	—	—	10	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Skull Bash	Normal	Physical	100	100	15	Normal	○
Perish Song	Normal	Status	—	—	5	All	—
Swords Dance	Normal	Status	—	—	30	Self	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Detect	Fighting	Status	—	—	5	Self	—

● ABILITIES
● Rock Head
● Lightningrod

● STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

● EGG GROUPS
Monster

● PERFORMANCE
SPEED ★★★★
POWER ★★☆☆☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Safari Zone (Desert Area, morning and afternoon only)
- Pokémon SoulSilver — Safari Zone (Desert Area, morning and afternoon only)
- Pokémon Diamond — Route 203 (mass outbreak)
- Pokémon Pearl — Route 203 (mass outbreak)
- Pokémon Platinum — Route 203 (mass outbreak)

Pokémon HeartGold
If it is sad or lonely, the skull it wears shakes and emits a plaintive and mournful sound.

Pokémon SoulSilver
It always wears the skull of its dead mother, so no one has any idea what its hidden face looks like.

● EVOLUTION


Cubone → Marowak

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No. 105 | Bone Keeper Pokémon
Marowak

Ground



● HEIGHT: 3'03"
● WEIGHT: 99.2 lbs.
● ITEMS: Thick Club

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Rock Head
● Lightningrod

EGG GROUPS

Flying
Field

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Desert Area, morning and afternoon only)

Pokémon SoulSilver — Safari Zone (Desert Area, morning and afternoon only)

Pokémon Diamond — Level up Cubone to Lv. 28

Pokémon Pearl — Level up Cubone to Lv. 28

Pokémon Platinum — Level up Cubone to Lv. 28

Pokémon HeartGold

It has been seen pounding boulders with the bone it carries in order to tap out messages to others.

Pokémon SoulSilver

It collects bones from an unknown place. Some whisper that a MAROWAK graveyard exists somewhere in the world.

EVOLUTION



Cubone → Marowak

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bone Club	Ground	Physical	65	85	20	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status	—	100	30	2 Foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
33	Thrash	Normal	Physical	90	100	20	1 Random	○
37	Fling	Dark	Physical	—	100	10	Normal	—
43	Bone Rush	Ground	Physical	25	80	10	Normal	—
49	Endeavor	Normal	Physical	—	100	5	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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Pokémon Moves

No. 106 | Kicking Pokémon

Hitmonlee

Fighting



● HEIGHT: 4'11"
● WEIGHT: 109.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
5	Meditate	Psychic	Status	—	—	40	Self	—
9	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
13	Jump Kick	Fighting	Physical	85	95	25	Normal	○
17	Brick Break	Fighting	Physical	75	100	15	Normal	○
21	Focus Energy	Normal	Status	—	—	30	Self	—
25	Feint	Normal	Physical	50	100	10	Normal	—
29	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
33	Mind Reader	Normal	Status	—	—	5	Normal	—
37	Foresight	Normal	Status	—	—	40	Normal	—
41	Blaze Kick	Fire	Physical	85	90	10	Normal	○
45	Endure	Normal	Status	—	—	10	Self	—
49	Mega Kick	Normal	Physical	120	75	5	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

● Limber
● Reckless

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Human-Like

PERFORMANCE

SPEED ★★★
POWER ★★★★
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★★

Pokémon HeartGold
Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon SoulSilver
Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon Diamond
Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon Pearl
Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon Platinum
Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon HeartGold
This amazing Pokémon has an awesome sense of balance. It can kick in succession from any position.

Pokémon SoulSilver
If it starts kicking repeatedly, both legs will stretch even longer to strike a fleeing foe.

EVOLUTION

Tyrogue
Lv. 20 — Attack is higher than Defense → Hitmonlee
Lv. 20 — Defense is higher than Attack → Hitmonchan
Lv. 20 — Attack and Defense are the same → Hitmontop

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No. 107 | Punching Pokémon
Hitmonchan

Fighting



- HEIGHT: 4'07"
- WEIGHT: 110.7 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM

ABILITIES

- Keen Eye
- Iron Fist

EGG GROUPS

Human-Like

STATS

HP	●●○○○
ATTACK	●●●●○
DEFENSE	●●●○○
SP. ATTACK	●○○○○
SP. DEFENSE	●●●●○
SPEED	●●●○○

PERFORMANCE

SPEED	★★★
POWER	★★★☆
SKILL	★★★☆☆
STAMINA	★★★★
JUMP	★★☆

Pokémon HeartGold — Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

Pokémon SoulSilver — Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

Pokémon Diamond — Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

Pokémon Pearl — Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

Pokémon Platinum — Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

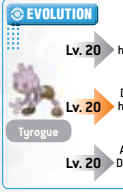
Pokémon HeartGold

Its punches slice the air. However, it seems to need a short break after fighting for three minutes.

Pokémon SoulSilver

Its punches slice the air. They are launched at such high speed, even a slight graze could cause a burn.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
6	Agility	Psychic	Status	—	—	30	Self	—
11	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Mach Punch	Fighting	Physical	40	100	30	Normal	○
16	Bullet Punch	Steel	Physical	40	100	30	Normal	○
21	Feint	Normal	Physical	50	100	10	Normal	—
26	Vacuum Wave	Fighting	Special	40	100	30	Normal	—
31	ThunderPunch	Electric	Physical	75	100	15	Normal	○
31	Ice Punch	Ice	Physical	75	100	15	Normal	○
31	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
41	Mega Punch	Normal	Physical	80	85	20	Normal	○
46	Detect	Fighting	Status	—	—	5	Self	—
51	Counter	Fighting	Physical	—	100	20	Self	○
56	Close Combat	Fighting	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 108 Licking Pokémon
Lickitung

Normal



● HEIGHT: 3'11"
● WEIGHT: 144.4 lbs.
● ITEMS: Lagging Tail

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status	—	—	20	Depends	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Belly Drum	Normal	Status	—	—	10	Self	—
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Sleep Talk	Normal	Status	—	—	10	Depends	—
Snore	Normal	Special	40	100	15	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Amnesia	Psychic	Status	—	—	20	Self	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Muddy Water	Water	Special	95	85	10	2 Foes	—

ABILITIES

● Own Tempo
● Oblivious

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Monster

PERFORMANCE

SPEED ★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 44
- Pokémon SoulSilver — Route 44
- Pokémon Diamond — Lake Valor (mass outbreak)
- Pokémon Pearl — Lake Valor (mass outbreak)
- Pokémon Platinum — Route 215

Pokémon HeartGold

Its tongue has well-developed nerves that run to the very tip, so it can be deftly manipulated.

Pokémon SoulSilver

Its long tongue, slathered with a gooey saliva, sticks to anything, so it is very useful.

EVOLUTION



Lickitung

Level it up to Lv. 33 and teach it Rollout. Or, level it up once it knows Rollout.



Lickilicky

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No. 109 Koffing

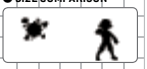
Poison Gas Pokémon

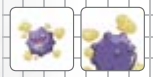
Poison



● HEIGHT: 2'00"
● WEIGHT: 2.2 lbs.
● ITEMS: Smoke Ball

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Levitate

EGG GROUPS

Amorphous

STATS

HP	●
ATTACK	●●●
DEFENSE	●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●

PERFORMANCE

SPEED	★★☆
POWER	★★☆
SKILL	★★★
STAMINA	★★★★
JUMP	★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Burned Tower

Pokémon SoulSilver — Burned Tower

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Stark Mountain interior 2

Pokémon HeartGold

In total darkness, where nothing is visible, HAUNTER lurks, silently stalking its next victim.

Pokémon SoulSilver

The poisonous gases it contains are a little bit lighter than air, keeping it slightly airborne.

EVOLUTION



Koffing → Weezing

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
42	Sludge Bomb	Poison	Special	90	100	10	Normal	—
46	Desting Bond	Ghost	Status	—	—	5	Self	—
51	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Psywave	Psychic	Special	—	80	15	Normal	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Grudge	Ghost	Status	—	—	5	Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—

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No. 110 Poison Gas Pokémon
Weezing

Poison

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Smog	Poison	Special	20	70	20	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
48	Sludge Bomb	Poison	Special	90	100	10	Normal	—
55	Destiny Bond	Ghost	Status	—	—	5	Self	—
63	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

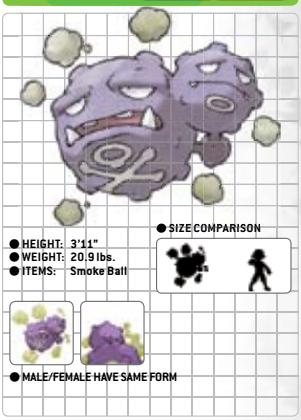
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



- HEIGHT: 3'11"
- WEIGHT: 20.9 lbs.
- ITEMS: Smoke Ball

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES

- Levitate

STATS

HP	●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Amorphous

PERFORMANCE

SPEED	★★
POWER	★★★☆
SKILL	★★☆
STAMINA	★★★★
JUMP	★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Safari Zone (Marshland Area, morning and afternoon only)
- Pokémon SoulSilver — Safari Zone (Marshland Area, morning and afternoon only)
- Pokémon Diamond — Route 227
- Pokémon Pearl — Route 227
- Pokémon Platinum — Route 227

Pokémon HeartGold

If one of the twin KOFFING inflates, the other one deflates. It constantly mixes its poisonous gases.

Pokémon SoulSilver

Top-grade perfume is made using its internal poison gases by diluting them to the highest level.

EVOLUTION



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No. 111 Rhyhorn

Spikes Pokémon

Ground / Rock



● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 253.5 lbs.
● ITEMS: None



● MALE FORM
Longer horn

● FEMALE FORM
Shorter horn

ABILITIES

● Lightningrod
● Rock Head

STATS

HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

Monster
Field

PERFORMANCE

SPEED ★★☆☆☆
POWER ★★★☆☆
SKILL ★☆

STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Victory Road

Pokémon SoulSilver — Victory Road

Pokémon Diamond — Route 227

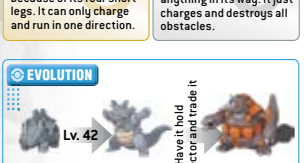
Pokémon Pearl — Route 227

Pokémon Platinum — Route 227

Pokémon HeartGold
It is inept at turning because of its four short legs. It can only charge and run in one direction.

Pokémon SoulSilver
It doesn't care if there is anything in its way. It just charges and destroys all obstacles.

EVOLUTION



Rhyhorn → Rhydon → Rhyperior

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical	—	30	5	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	○
Counter	Fighting	Physical	—	100	20	Self	○
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Swords Dance	Normal	Status	—	—	30	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Skull Bash	Normal	Physical	100	100	15	Normal	○

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No. 112 Drill Pokémon
Rhydon

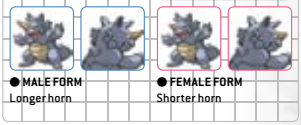
Ground | Rock



● HEIGHT: 6'03"
● WEIGHT: 264.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Longer horn

● FEMALE FORM
Shorter horn

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical	—	30	5	Normal	○
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● ABILITIES

● Lightningrod
● Rock Head

● STATS

HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

● EGG GROUPS

Monster
Field

● PERFORMANCE

SPEED ★★
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Route 227

Pokémon Pearl — Route 227

Pokémon Platinum — Victory Road 1F

Pokémon HeartGold
Its rugged hide protects it from even the heat of lava. However, the hide also makes it insensitive.

Pokémon SoulSilver
Its brain developed when it began walking on hind legs. Its thick hide protects it even in magma.

● EVOLUTION



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No. 113 | Egg Pokémon
Chansey

Normal



● HEIGHT: 3'07"
● WEIGHT: 76.3 lbs.
● ITEMS: Oval Stone, Lucky Egg

● SIZE COMPARISON





● FEMALE FORM

● ABILITIES
- Natural Cure
- Serene Grace

● EGG GROUPS
Fairy

● STATS
HP ●●●●●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●●●
SPEED ●●

● PERFORMANCE
SPEED ★★☆
POWER ★☆☆☆
SKILL ★☆☆☆
STAMINA ★★★★★
JUMP ★★★

Pokémon HeartGold — Route 13 or level up Happing while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon SoulSilver — Route 13 or level up Happing while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon Diamond — Route 13 or level up Happing while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon Pearl — Route 13 or level up Happing while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon Platinum — Route 13 or level up Happing while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold

It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

Pokémon SoulSilver

Being few in number and difficult to capture, it is said to bring happiness to the Trainer who catches it.

● EVOLUTION



Happiny

Have it hold Oval Stone and then level it up between 4:00 A.M. and 8:00 P.M.



Chansey

Level up with high friendship



Blissey

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	2 Allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status	—	—	—	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

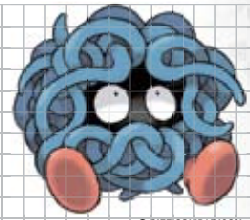
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status	—	—	10	Depends	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Substitute	Normal	Status	—	—	10	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Gravity	Psychic	Status	—	—	5	All	—
Mud Bomb	Ground	Special	65	85	10	Normal	—

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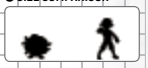
No. 114 | Vine Pokémon
Tangela

Grass



● HEIGHT: 3'03"
● WEIGHT: 77.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	—
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Confusion	Psychic	Special	50	100	25	Normal	—
Mega Drain	Grass	Special	40	100	15	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

● ABILITIES

● Chlorophyll
● Leaf Guard

● STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

● EGG GROUPS

Grass

● PERFORMANCE

SPEED ★★☆
POWER ★★☆☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 44
- Pokémon SoulSilver — Route 44
- Pokémon Diamond — —
- Pokémon Pearl — —
- Pokémon Platinum — Pastoria Great Marsh

Pokémon HeartGold
The vines that cloak its entire body are always jiggling. They effectively unnerve its foes.

Pokémon SoulSilver
It tangles any moving thing with its vines. Their subtle shaking is ticklish if you get ensnared.

● EVOLUTION



Tangela

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Tangrowth

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No. 115 | Parent Pokémon

Kangaskhan

Normal



● HEIGHT: 7'03"
● WEIGHT: 176.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Fake Out	Normal	Physical	40	100	10	Normal	○
10	Tail Whip	Normal	Status	—	100	30	2 Foes	—
13	Bite	Dark	Physical	60	100	25	Normal	○
19	Mega Punch	Normal	Physical	80	85	20	Normal	○
22	Rage	Normal	Physical	20	100	20	Normal	○
25	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
34	Endure	Normal	Status	—	—	10	Self	—
37	Outrage	Dragon	Physical	120	100	15	1 Random	○
43	Double Hit	Normal	Physical	35	90	10	Normal	○
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Reversal	Fighting	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stomp	Normal	Physical	65	100	20	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Focus Energy	Normal	Status	—	—	30	Self	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Disable	Normal	Status	—	80	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

ABILITIES

● Early Bird
● Scrappy

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Monster

PERFORMANCE

SPEED ★★☆☆☆
POWER ★★★☆☆
SKILL ★★☆☆☆
STAMINA ★★★☆☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Wasteland Area, morning and afternoon only)

Pokémon SoulSilver — Safari Zone (Wasteland Area, morning and afternoon only)

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold

If it is safe, the young gets out of the belly pouch to play. The adult keeps a close eye on the youngster.

Pokémon SoulSilver

To protect its young, it will never give up during battle, no matter how badly wounded it is.

EVOLUTION

Does not evolve

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No. 116 Dragon Pokémon
Horsea

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
35	Hydro Pump	Water	Special	120	80	5	Normal	—
38	Dragon Dance	Dragon	Status	—	—	20	Self	—
42	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

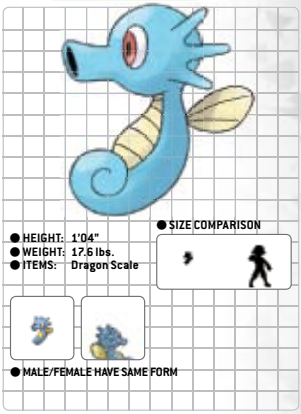
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	○
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Aurora Beam	Ice	Special	65	100	20	Normal	—
Octazooka	Water	Special	65	85	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Splash	Normal	Status	—	—	40	Self	—
Dragon Rage	Dragon	Special	—	100	10	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Muddy Water	Water	Special	95	85	10	2 Foes	—



- HEIGHT: 1'04"
- WEIGHT: 17.6 lbs.
- ITEMS: Dragon Scale

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Swift Swim
- Sniper

EGG GROUPS
Water 1

Dragon

STATS
HP ●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★★☆☆
SKILL ★☆
STAMINA ★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Whirl Islands (water surface)
- Pokémon SoulSilver — Whirl Islands (water surface)
- Pokémon Diamond — Route 226 (Good Rod)
- Pokémon Pearl — Route 226 (Good Rod)
- Pokémon Platinum — Route 226 (Good Rod)

Pokémon HeartGold

If attacked by a larger enemy, it quickly swims to safety by adeptly controlling its well-developed dorsal fin.

Pokémon SoulSilver

Its big, developed fins move rapidly, allowing it to swim backward while still facing forward.

EVOLUTION

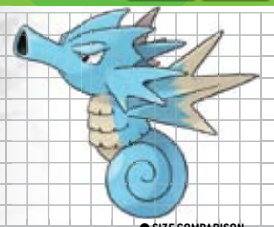


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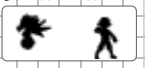
No. 117 Seadra

Dragon Pokémon

Water



● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 55.1 lbs.
● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Poison Point
● Sniper

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Water 1
Dragon

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Whirl Islands, entrance to the Waterfall Basin (water surface)

Pokémon SoulSilver — Whirl Islands, entrance to the Waterfall Basin (water surface)

Pokémon Diamond — Route 226 (Super Rod)

Pokémon Pearl — Route 226 (Super Rod)

Pokémon Platinum — Route 226 (Super Rod)

Pokémon HeartGold

An examination of its cells revealed the presence of a gene not found in HORSEA. It became a hot topic.

Pokémon SoulSilver

Its fin-tips leak poison. Its fins and bones are highly valued as ingredients in herbal medicine.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 118 Goldeen

Goldfish Pokémon

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	○
21	Flail	Normal	Physical	—	100	15	Normal	○
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
37	Waterfall	Water	Physical	80	100	15	Normal	○
41	Horn Drill	Normal	Physical	—	30	5	Normal	○
47	Agility	Psychic	Status	—	—	30	Self	—
51	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

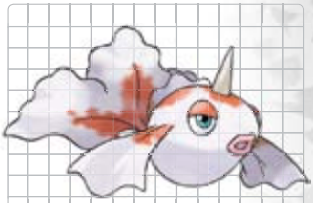
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

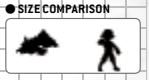
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Mud Sport	Ground	Status	—	—	15	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○



- HEIGHT: 2'00"
- WEIGHT: 33.1 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer horn
- FEMALE FORM: Shorter horn

ABILITIES

- Swift Swim
- Water Veil

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS

Water 2

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: SLOWPOKE Well (Old Rod)
- Pokémon SoulSilver: SLOWPOKE Well (Old Rod)
- Pokémon Diamond: Route 203 (Good Rod)
- Pokémon Pearl: Route 203 (Good Rod)
- Pokémon Platinum: Route 203 (Good Rod)

Pokémon HeartGold

Its dorsal, pectoral and tail fins wave elegantly in water. That is why it is known as the water dancer.

Pokémon SoulSilver

A strong swimmer, it is capable of swimming nonstop up fast streams at a steady speed of five knots per hour.

EVOLUTION



Goldeen → Seaking

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No. 119 Seaking

Goldfish Pokémon

Water



- HEIGHT: 4'03"
- WEIGHT: 86.0 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Longer horn

● FEMALE FORM
Shorter horn

ABILITIES

- Swift Swim
- Water Veil

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Water 2

PERFORMANCE

SPEED	★★☆☆
POWER	★★★☆
SKILL	★★☆
STAMINA	★★★
JUMP	★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 42 (water surface)
- Pokémon SoulSilver — Route 42 (water surface)
- Pokémon Diamond — Route 203 (Super Rod)
- Pokémon Pearl — Route 203 (Super Rod)
- Pokémon Platinum — Route 203 (Super Rod)

Pokémon HeartGold

During spawning season, SEAKING gather from all over, causing rivers to appear a brilliant red.

Pokémon SoulSilver

Using its horn, it bores holes in riverbed boulders, making nests to prevent its eggs from washing away.

EVOLUTION



Goldeen → Seaking

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	—
21	Flail	Normal	Physical	—	100	15	Normal	○
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Waterfall	Water	Physical	80	100	15	Normal	○
47	Horn Drill	Normal	Physical	—	30	5	Normal	○
56	Agility	Psychic	Status	—	—	30	Self	—
63	Megahorn	Bug	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Recover	Normal	Status	—	—	10	Self	—
19	Camouflage	Normal	Status	—	—	20	Self	—
24	Swift	Normal	Special	60	—	20	2 Foes	—
28	BubbleBeam	Water	Special	65	100	20	Normal	—
33	Minimize	Normal	Status	—	—	20	Self	—
37	Gyro Ball	Steel	Physical	—	100	5	Normal	○
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
46	Power Gem	Rock	Special	70	100	20	Normal	—
51	Cosmic Power	Psychic	Status	—	—	20	Self	—
55	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

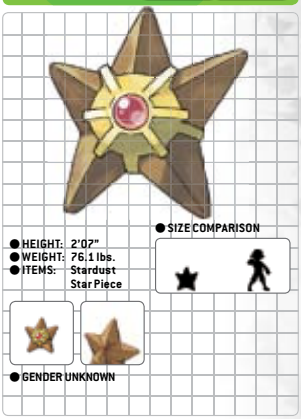
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

Pokémon Moves

No. 120 | Star Shape Pokémon

Staryu

Water



- HEIGHT: 2'07"
- WEIGHT: 76.1 lbs.
- ITEMS: Stardust, Star Piece

SIZE COMPARISON

GENDER UNKNOWN

ABILITIES

- Illuminate
- Natural Cure

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Water 3

PERFORMANCE

SPEED ★★★★☆
POWER ★☆☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Cherrygrove City (Good Rod, night only)
- Pokémon SoulSilver — Cherrygrove City (Good Rod, night only)
- Pokémon Diamond — Canalave City (Super Rod)
- Pokémon Pearl — Canalave City (Super Rod)
- Pokémon Platinum — Canalave City (Super Rod)

Pokémon HeartGold

At night, the middle of its body slowly flickers with the same rhythm as a human heartbeat.

Pokémon SoulSilver

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

EVOLUTION



Staryu — Use Water Stone → Starmie



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No. 121 Starmie

Mysterious Pokémon

Water | Psychic



● HEIGHT: 3'07"
● WEIGHT: 176.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Illuminate
● Natural Cure

EGG GROUPS

Water 3

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Use Water Stone on Staryu

Pokémon SoulSilver Use Water Stone on Staryu

Pokémon Diamond Use Water Stone on Staryu

Pokémon Pearl Use Water Stone on Staryu

Pokémon Platinum Use Water Stone on Staryu

Pokémon HeartGold

The middle section of its body is called the core. It glows in a different color each time it is seen.

Pokémon SoulSilver

Regardless of the environment it lives in, its body grows to form a symmetrical geometric shape.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rapid Spin	Normal	Physical	20	100	40	Normal	○
1	Recover	Normal	Status	—	—	10	Self	—
1	Swift	Normal	Special	60	—	20	2 Foes	—
28	Confuse Ray	Ghost	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
4	Copycat	Normal	Status	—	—	20	Depends	—
8	Meditate	Psychic	Status	—	—	40	Self	—
11	Encore	Normal	Status	—	100	5	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status	—	—	10	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
22	Reflect	Psychic	Status	—	—	20	2 Allies	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Substitute	Normal	Status	—	—	10	Self	—
32	Recycle	Normal	Status	—	—	10	Self	—
36	Trick	Psychic	Status	—	100	10	Normal	—
39	Psychic	Psychic	Special	90	100	10	Normal	—
43	Role Play	Psychic	Status	—	—	10	Normal	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

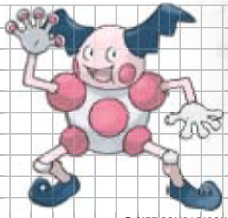
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Mimic	Normal	Status	—	—	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
Nasty Plot	Dark	Status	—	—	20	Self	—

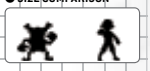
No. 122 | Barrier Pokémon
Mr. Mime

Psychic



- HEIGHT: 4'03"
- WEIGHT: 120.1 lbs.
- ITEMS: Leppa Berry

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Soundproof
- Filter

EGG GROUPS
Human-Like

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Celadon Game Corner prize (3,333 Coins)
Pokémon SoulSilver	Celadon Game Corner prize (3,333 Coins)
Pokémon Diamond	Route 218
Pokémon Pearl	Level up Mime Jr. to Lv. 18 and have it learn Mimic, or level it up once it knows Mimic
Pokémon Platinum	Route 218

Pokémon HeartGold

A skilled mime from birth, it gains the ability to create invisible objects as it matures.

Pokémon SoulSilver

Its fingertips emit a peculiar force field that hardens air to create an actual wall.

EVOLUTION



Mime Jr.

Level it up to Lv. 18 and teach it Mimic. Or, level it up once it knows Mimic.



Mr. Mime

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No. 123 Koffing

Mantis Pokémon

Bug / Flying



● HEIGHT: 4'11"
● WEIGHT: 123.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter abdomen



● FEMALE FORM
Longer abdomen

ABILITIES

● Swarm
● Technician

EGG GROUPS

Bug

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★☆
POWER	★★★☆
SKILL	★★★☆☆
STAMINA	★★
JUMP	★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park
Pokémon SoulSilver	Bug-Catching Contest at the National Park
Pokémon Diamond	Route 229
Pokémon Pearl	—
Pokémon Platinum	Route 210

Pokémon HeartGold

It slashes through grass with its sharp scythes, moving too fast for the human eye to track.

Pokémon SoulSilver

When it moves, it leaves only a blur. If it hides in grass, its protective coloration makes it invisible.

EVOLUTION



Scyther

Have it hold Metal Coat and trade it



Scizor

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vacuum Wave	Fighting	Special	40	100	30	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status	—	—	30	Self	—
21	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	2 Foes	—
37	Double Team	Normal	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Air Slash	Flying	Special	75	95	20	Normal	—
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Baton Pass	Normal	Status	—	—	40	Self	—
Razor Wind	Normal	Special	80	100	10	2 Foes	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Endure	Normal	Status	—	—	10	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Lovely Kiss	Normal	Status	—	75	10	Normal	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Lovely Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	2 Foes	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Ice Punch	Ice	Physical	75	100	15	Normal	○
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
33	Avalanche	Ice	Physical	60	100	10	Normal	○
39	Body Slam	Normal	Physical	85	100	15	Normal	○
44	Wring Out	Normal	Special	—	100	5	Normal	○
49	Perish Song	Normal	Status	—	—	5	All	—
55	Blizzard	Ice	Special	120	70	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 124 | Human Shape Pokémon

Jynx

Ice | Psychic



- HEIGHT: 4'07"
- WEIGHT: 89.5 lbs.
- ITEMS: Aspear Berry

SIZE COMPARISON





FEMALE FORM

ABILITIES

- Oblivious
- Forewarn

STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS

Human-Like

PERFORMANCE

SPEED ★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Ice Path
- Pokémon SoulSilver — Ice Path
- Pokémon Diamond — Level up Smoochum to Lv. 30
- Pokémon Pearl — Level up Smoochum to Lv. 30
- Pokémon Platinum — Snowpoint Temple B1F

Pokémon HeartGold

It rocks its body rhythmically. It appears to alter the rhythm depending on how it is feeling.

Pokémon SoulSilver

It speaks a language similar to that of humans. However, it seems to use dancing to communicate.

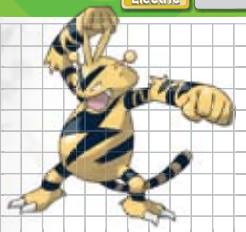
EVOLUTION



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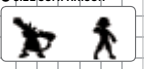
No. 125 | Electric Pokémon
Electabuzz

Electric



● HEIGHT: 3'07"
● WEIGHT: 66.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Static

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS
Human-Like

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 10

Pokémon SoulSilver — Route 10

Pokémon Diamond — Level up Elekid to Lv. 30

Pokémon Pearl — Level up Elekid to Lv. 30

Pokémon Platinum — Route 222

Pokémon HeartGold
Electricity runs across the surface of its body. In darkness, its entire body glows a whitish-blue.

Pokémon SoulSilver
Its body constantly discharges electricity. Getting close to it will make your hair stand on end.

EVOLUTION

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Thunderbolt	Electric	Special	95	100	15	Normal	—
52	Screech	Normal	Status	—	85	40	Normal	—
58	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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Pokémon Moves

No. 126 | Spitfire Pokémon

Magmar

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
41	Flamethrower	Fire	Special	95	100	15	Normal	—
49	Sunny Day	Fire	Status	—	—	5	All	—
54	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 4'03"
- WEIGHT: 98.1 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Flame Body

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Human-Like

PERFORMANCE

SPEED ★★
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Burned Tower B1F
- Pokémon SoulSilver — Burned Tower B1F
- Pokémon Diamond — Level up Magby to Lv. 30
- Pokémon Pearl — Level up Magby to Lv. 30
- Pokémon Platinum — Fuego Ironworks

Pokémon HeartGold

It dislikes cold places, so it blows scorching flames to make the environment suitable for itself.

Pokémon SoulSilver

The fiery surface of its body gives off a wavering, rippling glare that is similar to the sun.

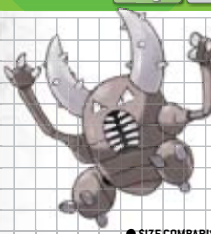
EVOLUTION



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No. 127 | Stag Beetle Pokémon
Pinsir

Bug



● HEIGHT: 4'11"
● WEIGHT: 121.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hyper Cutter
● Mold Breaker

EGG GROUPS
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park

Pokémon SoulSilver — Bug-Catching Contest at the National Park

Pokémon Diamond — —

Pokémon Pearl — Route 229

Pokémon Platinum — Route 229 (mass outbreak)

Pokémon HeartGold
With its pincer horns, it digs burrows to sleep in at night. In the morning, damp soil clings to its body.

Pokémon SoulSilver
It swings its long pincer horns wildly to attack. During cold periods, it hides deep in forests.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Bind	Normal	Physical	15	75	20	Normal	○
8	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
13	Harden	Normal	Status	—	—	30	Self	—
18	Revenge	Fighting	Physical	60	100	10	Normal	○
21	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
35	Thrash	Normal	Physical	90	100	20	1 Random	○
38	Swords Dance	Normal	Status	—	—	30	Self	—
42	Submission	Fighting	Physical	80	80	25	Normal	○
47	Guillotine	Normal	Physical	—	30	5	Normal	○
52	Superpower	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Attack	Normal	Physical	15	85	20	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

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No. 128 | Wild Bull Pokémon
Tauros

Normal



● HEIGHT: 4'07"
● WEIGHT: 194.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
5	Rage	Normal	Physical	20	100	20	Normal	○
8	Horn Attack	Normal	Physical	65	100	25	Normal	○
11	Scary Face	Normal	Status	—	90	10	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Rest	Psychic	Status	—	—	10	Self	—
24	Payback	Dark	Physical	50	100	10	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Take Down	Normal	Physical	90	85	20	Normal	○
41	Swagger	Normal	Status	—	90	15	Normal	—
48	Thrash	Normal	Physical	90	100	20	1 Random	○
55	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES
● Intimidate
● Anger Point

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★
STAMINA ★★☆☆☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 209 (use Poké Radar)
Pokémon Pearl	Route 209 (use Poké Radar)
Pokémon Platinum	Route 210 in Solaceon Town (use Poké Radar)

Pokémon HeartGold
They fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns.

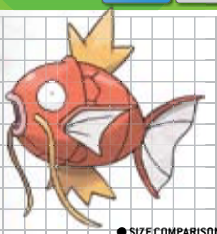
Pokémon SoulSilver
After heightening its will to fight by whipping itself with its three tails, it charges at full speed.

EVOLUTION
Does not evolve

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No. 129 | Fish Pokémon
Magikarp

Water



● HEIGHT: 2'11"
● WEIGHT: 22.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Yellow barbels

● FEMALE FORM
White barbels

ABILITIES
● Swift Swim

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●●

EGG GROUPS
Water 2
Dragon

PERFORMANCE
SPEED ★☆☆☆☆
POWER ★☆☆☆
SKILL ★☆☆
STAMINA ★☆☆☆☆
JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 43 (water surface)

Pokémon SoulSilver — Route 43 (water surface)

Pokémon Diamond — Route 203 (Old Rod)

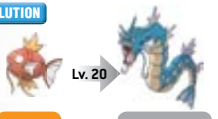
Pokémon Pearl — Route 203 (Old Rod)

Pokémon Platinum — Route 203 (Old Rod)

Pokémon HeartGold
An underpowered, pathetic Pokémon. It may jump high on rare occasions, but usually not more than seven feet.

Pokémon SoulSilver
For no reason, it jumps and splashes about, making it easy for predators like PIDGEOTTO to catch it mid-jump.

EVOLUTION



Magikarp → Gyarados

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
15	Tackle	Normal	Physical	35	95	35	Normal	○
30	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bounce	Flying	Physical	85	85	5	Normal	○

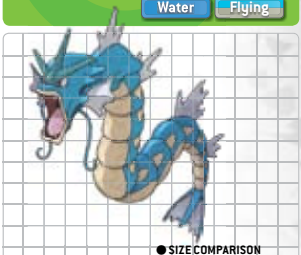
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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No. 130 | Atrocious Pokémon
Gyarados

Water | Flying



● HEIGHT: 21'04"
● WEIGHT: 518.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Blue barbels



● FEMALE FORM
White barbels

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thrash	Normal	Physical	90	100	20	1 Random	○
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Dragon Rage	Dragon	Special	—	100	10	Normal	—
26	Leer	Normal	Status	—	100	30	2 Foes	—
29	Twister	Dragon	Special	40	100	20	2 Foes	—
32	Ice Fang	Ice	Physical	65	95	15	Normal	○
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
38	Rain Dance	Water	Status	—	—	5	All	—
41	Hydro Pump	Water	Special	120	80	5	Normal	—
44	Dragon Dance	Dragon	Status	—	—	20	Self	—
47	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES
● Intimidate

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

EGG GROUPS
Water 2
Dragon

PERFORMANCE
SPEED ★★☆
POWER ★★★★★
SKILL ★☆
STAMINA ★★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Lake of Rage (water surface)
Pokémon SoulSilver	Lake of Rage (water surface)
Pokémon Diamond	Route 203 (Super Rod)
Pokémon Pearl	Route 203 (Super Rod)
Pokémon Platinum	Route 203 (Super Rod)

Pokémon HeartGold
They say that during past strife, GYARADOS would appear and leave blazing ruins in its wake.

Pokémon SoulSilver
Once it appears, it goes on a rampage. It remains enraged until it demolishes everything around it.

EVOLUTION



Magikarp → Gyarados

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No. 131 | Transport Pokémon
Lapras

Water | Ice



● HEIGHT: 8'02"
● WEIGHT: 485.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Water Absorb
● Shell Armor

EGG GROUPS
Monster
Water 1

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

STATS
HP ●●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Rocky Beach Area, water surface)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area, water surface)
Pokémon Diamond	Victory Road 1F Back 2 (water surface)
Pokémon Pearl	Victory Road 1F Back 2 (water surface)
Pokémon Platinum	Victory Road 1F Back 2 (water surface)

Pokémon HeartGold
They have gentle hearts. Because they rarely fight, many have been caught. Their number has dwindled.

Pokémon SoulSilver
It ferries people across the sea on its back. It may sing an enchanting cry if it is in a good mood.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	Mist	Ice	Status	—	—	30	2 Allies	—
7	Confuse Ray	Ghost	Status	—	100	10	Normal	—
10	Ice Shard	Ice	Physical	40	100	30	Normal	—
14	Water Pulse	Water	Special	60	100	20	Normal	—
18	Body Slam	Normal	Physical	85	100	15	Normal	○
22	Rain Dance	Water	Status	—	—	5	All	—
27	Perish Song	Normal	Status	—	—	5	All	—
32	Ice Beam	Ice	Special	95	100	10	Normal	—
37	Brine	Water	Special	65	100	10	Normal	—
43	Safeguard	Normal	Status	—	—	25	2 Allies	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

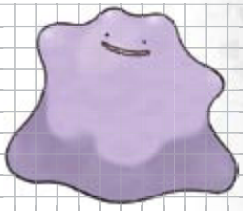
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Foresight	Normal	Status	—	—	40	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Horn Drill	Normal	Physical	—	30	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Whirlpool	Water	Special	15	70	15	Normal	—
Fissure	Ground	Physical	—	30	5	Normal	—

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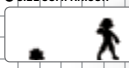
No. 132 Transform Pokémon
Ditto

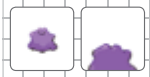
Normal



● HEIGHT: 1'00"
● WEIGHT: 8.8 lbs.
● ITEMS: Quick Powder, Metal Powder

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Transform	Normal	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Limber

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Ditto

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★☆☆☆
SKILL ★★☆☆☆
STAMINA ★★☆☆☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Route 218 (use Poké Radar)

Pokémon Pearl — Route 218 (use Poké Radar)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

Pokémon SoulSilver
Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

EVOLUTION
Does not evolve

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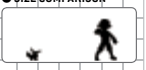
No. 133 | Evolution Pokémon
Eevee

Normal



● HEIGHT: 1'00"
● WEIGHT: 14.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Run Away
● Adaptability

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆☆
POWER ★★☆☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Bill in Goldenrod City

Pokémon SoulSilver — Receive from Bill in Goldenrod City

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It has the ability to alter the composition of its body to suit its surrounding environment.

Pokémon SoulSilver
Its irregularly configured DNA is affected by its surroundings. It evolves if its environment changes.

EVOLUTION

Eevee

- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon — Level up Eevee with high friendship in the morning or afternoon
- Umbreon — Level up Eevee with high friendship at night
- Leafeon — Level up Eevee in Eterna Forest*
- Glaceon — Level up Eevee on Route 217*

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Growl	Normal	Status	—	100	40	2 Foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Baton Pass	Normal	Status	—	—	40	Self	—
43	Take Down	Normal	Physical	90	85	20	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Trump Card	Normal	Special	—	—	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Charm	Normal	Status	—	100	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Endure	Normal	Status	—	—	10	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Yawn	Normal	Status	—	—	10	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○
Detect	Fighting	Status	—	—	5	Self	—

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No. 134 Vaporeon

Bubble Jet Pokémon

Water



● HEIGHT: 3'03"
● WEIGHT: 63.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Water Gun	Water	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Aurora Beam	Ice	Special	65	100	20	Normal	—
43	Aqua Ring	Water	Status	—	—	20	Self	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Haze	Ice	Status	—	—	30	All	—
64	Acid Armor	Poison	Status	—	—	40	Self	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Water Absorb

STATS

HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★☆
POWER ★☆☆
SKILL ★★★★★
STAMINA ★★★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Water Stone on Eevee

Pokémon SoulSilver — Use Water Stone on Eevee

Pokémon Diamond — Use Water Stone on Eevee

Pokémon Pearl — Use Water Stone on Eevee

Pokémon Platinum — Use Water Stone on Eevee

Pokémon HeartGold

When VAPOREON's fins begin to vibrate, it is a sign that rain will come within a few hours.

Pokémon SoulSilver

It prefers beautiful shores. With cells similar to water molecules, it could melt in water.

EVOLUTION

Eevee

Vaporeon — Use Water Stone on Eevee

Jolteon — Use Thunderstone on Eevee

Flareon — Use Fire Stone on Eevee

Espeon — Level up Eevee with high friendship in the morning or afternoon

Umbreon — Level up Eevee with high friendship at night

Leafeon — Level up Eevee in Eterna Forest*

Glaceon — Level up Eevee on Route 217*

* Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

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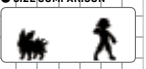
No. 135 | Lighting Pokémon
Jolteon

Electric



● HEIGHT: 2'07"
● WEIGHT: 54.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Volt Absorb

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Thunderstone on Eevee

Pokémon SoulSilver — Use Thunderstone on Eevee

Pokémon Diamond — Use Thunderstone on Eevee

Pokémon Pearl — Use Thunderstone on Eevee

Pokémon Platinum — Use Thunderstone on Eevee

Pokémon HeartGold
It concentrates the weak electric charges emitted by its cells and launches wicked lightning bolts.

Pokémon SoulSilver
Every hair on its body starts to stand sharply on end if it becomes charged with electricity.

EVOLUTION

Eevee

Vaporeon
Use Water Stone on Eevee

Jolteon
Use Thunderstone on Eevee

Flareon
Use Fire Stone on Eevee

Espeon
Level up Eevee with high friendship in the morning or afternoon

Umbreon
Level up Eevee with high friendship at night

Leafeon
Level up Eevee in Eterna Forest*

Glaceon
Level up Eevee on Route 217*

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	ThunderShock	Electric	Special	40	100	30	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Double Kick	Fighting	Physical	30	100	30	Normal	○
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
43	Thunder Fang	Electric	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Thunder Wave	Electric	Status	—	100	20	Normal	—
64	Agility	Psychic	Status	—	—	30	Self	—
71	Thunder	Electric	Special	120	70	10	Normal	—
78	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 136 | Flame Pokémon
Flareon

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Ember	Fire	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Fire Spin	Fire	Special	15	70	15	Normal	—
43	Fire Fang	Fire	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Smog	Poison	Special	20	70	20	Normal	—
64	Scary Face	Normal	Status	—	90	10	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—

MOVE MANIAC

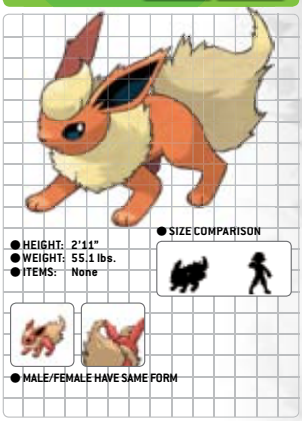
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 2'11"
- WEIGHT: 55.1 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Flash Fire

STATS

HP	●●
ATTACK	●●●●●
DEFENSE	●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●

EGG GROUPS
Field

PERFORMANCE

SPEED	★★★☆	STAMINA	★★☆
POWER	★★★★☆	JUMP	★★★
SKILL	★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Use Fire Stone on Eevee
- Pokémon SoulSilver: Use Fire Stone on Eevee
- Pokémon Diamond: Use Fire Stone on Eevee
- Pokémon Pearl: Use Fire Stone on Eevee
- Pokémon Platinum: Use Fire Stone on Eevee

Pokémon HeartGold
It stores some of the air it inhales in its internal flame pouch, which heats it to over 3,000 degrees Fahrenheit.

Pokémon SoulSilver
It fluffs out its fur collar to cool down its body temperature, which can reach 1,650 degrees Fahrenheit.

EVOLUTION

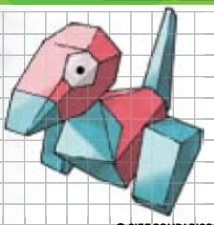
Eevee
- Vaporeon: Use Water Stone on Eevee
- Jolteon: Use Thunderstone on Eevee
- Flareon: Use Fire Stone on Eevee
- Espeon: Level up Eevee with high friendship in the morning or afternoon
- Umbreon: Level up Eevee with high friendship at night
- Leafeon: Level up Eevee in Eterna Forest*
- Glaceon: Level up Eevee on Route 217*

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No. 137 | Virtual Pokémon
Porygon

Normal



● HEIGHT: 2'07"
● WEIGHT: 80.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Trace
● Download

EGG GROUPS
Mineral

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Celadon Game Corner prize (9,999 Coins)

Pokémon SoulSilver — Celadon Game Corner prize (9,999 Coins)

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Receive from a man in a house in Veilstone City

Pokémon HeartGold
It is a manmade Pokémon. Since it doesn't breathe, people are eager to try it in any environment.

Pokémon SoulSilver
A manmade Pokémon that came about as a result of research. It is programmed with only basic motions.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Sharpen	Normal	Status	—	—	30	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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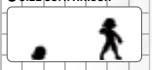
No. 138 | Spiral Pokémon
Omanyte

Rock | Water



● HEIGHT: 1'04"
● WEIGHT: 16.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
7	Bite	Dark	Physical	60	100	25	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status	—	100	30	2 Foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
43	Tickle	Normal	Status	—	100	20	Normal	—
46	Rock Blast	Rock	Physical	25	80	10	Normal	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Aurora Beam	Ice	Special	65	100	20	Normal	—
Slam	Normal	Physical	80	75	20	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Spikes	Ground	Status	—	—	20	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Wring Out	Normal	Special	—	100	5	Normal	○
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

ABILITIES

● Swift Swim
● Shell Armor

STATS

HP ●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Water 1
Water 3

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have the Helix Fossil restored at the Pewter Museum of Science

Pokémon SoulSilver — —

Pokémon Diamond — After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Pearl — After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Platinum — After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

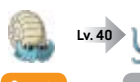
Pokémon HeartGold

Revived from an ancient fossil, this Pokémon uses air stored in its shell to sink and rise in water.

Pokémon SoulSilver

This Pokémon from ancient times is said to have navigated the sea by adeptly twisting its 10 tentacles.

EVOLUTION



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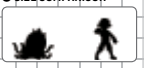
No. 139 | Spiral Pokémon
Omastar

Rock / Water



● HEIGHT: 3'03"
● WEIGHT: 77.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swift Swim
● Shell Armor

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Water 1
Water 3

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★★
STAMINA ★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Omanyte to Lv. 40

Pokémon SoulSilver — —

Pokémon Diamond — Level up Omanyte to Lv. 40

Pokémon Pearl — Level up Omanyte to Lv. 40

Pokémon Platinum — Level up Omanyte to Lv. 40

Pokémon HeartGold
Apparently, it cracked SHELLDER's shell with its sharp fangs and sucked out the insides.

Pokémon SoulSilver
Once wrapped around its prey, it never lets go. It eats the prey by tearing at it with sharp fangs.

EVOLUTION



Omanyte — Lv. 40 → Omastar



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
1	Bite	Dark	Physical	60	100	25	Normal	○
7	Bite	Dark	Physical	60	100	25	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status	—	100	30	2 Foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
48	Tickle	Normal	Status	—	100	20	Normal	—
56	Rock Blast	Rock	Physical	25	80	10	Normal	—
67	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

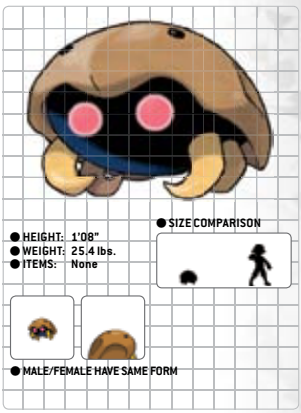
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 140 | Shellfish Pokémon
Kabuto

Rock | Water



- HEIGHT: 1'08"
- WEIGHT: 25.4 lbs.
- ITEMS: None

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	2 Foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	—
41	Metal Sound	Steel	Status	—	85	40	Normal	—
46	AncientPower	Rock	Special	60	100	5	Normal	—
51	Wring Out	Normal	Special	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Aurora Beam	Ice	Special	65	100	20	Normal	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Dig	Ground	Physical	80	100	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Screech	Normal	Status	—	85	40	Normal	—

ABILITIES
- Swift Swim
- Battle Armor

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Water 3

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Have the Dome Fossil restored at the Pewter Museum of Science

Pokémon Diamond After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

Pokémon Pearl After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

Pokémon Platinum After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

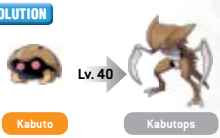
Pokémon HeartGold

On rare occasions, some have been found as fossils which they became while hiding on the ocean floor.

Pokémon SoulSilver

This Pokémon lived in ancient times. On rare occasions, it has been discovered as a living fossil.

EVOLUTION

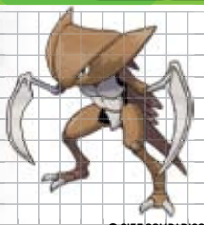


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No. 141 Kabutops

Shellfish Pokémon

Rock / Water



● HEIGHT: 4'03"
● WEIGHT: 89.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Swift Swim
● Battle Armor

EGG GROUPS

Water 1
Water 3

STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE

SPEED ★★★☆☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Level up Kabuto to Lv. 40

Pokémon Diamond Level up Kabuto to Lv. 40

Pokémon Pearl Level up Kabuto to Lv. 40

Pokémon Platinum Level up Kabuto to Lv. 40

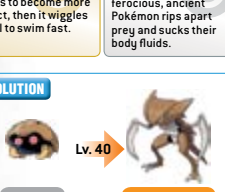
Pokémon HeartGold

In the water, it tucks in its limbs to become more compact, then it wiggles its shell to swim fast.

Pokémon SoulSilver

With sharp claws, this ferocious, ancient Pokémon rips apart prey and sucks their body fluids.

EVOLUTION



Kabuto → Kabutops

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Feint	Normal	Physical	50	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	2 Foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Metal Sound	Steel	Status	—	85	40	Normal	—
54	AncientPower	Rock	Special	60	100	5	Normal	—
63	Wring Out	Normal	Special	—	100	5	Normal	○
72	Night Slash	Dark	Physical	70	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

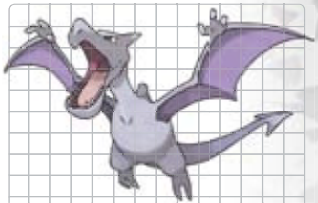
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 142 | Fossil Pokémon
Aerodactyl
Rock | Flying



- HEIGHT: 5'11"
- WEIGHT: 130.1 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
9	Roar	Normal	Status	—	100	20	Normal	—
17	Agility	Psychic	Status	—	—	30	Self	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Take Down	Normal	Physical	90	85	20	Normal	○
49	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Hyper Beam	Normal	Special	150	90	5	Normal	—
65	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
73	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Foresight	Normal	Status	—	—	40	Normal	○
Steel Wing	Steel	Physical	70	90	25	Normal	○
DragonBreath	Dragon	Special	60	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Assurance	Dark	Physical	50	100	10	Normal	○

● ABILITIES
- Rock Head
- Pressure

● EGG GROUPS
Flying

● STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●●●

● PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have the Old Amber restored at the Pewter Museum of Science

Pokémon SoulSilver — Have the Old Amber restored at the Pewter Museum of Science

Pokémon Diamond — After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

Pokémon Pearl — After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

Pokémon Platinum — After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

Pokémon HeartGold
It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

Pokémon SoulSilver
Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

● EVOLUTION
Does not evolve

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No. 143 | Sleeping Pokémon
Snorlax

Normal



- HEIGHT: 6'11"
- WEIGHT: 1,014.1 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Immunity
- Thick Fat

EGG GROUPS

Monster

STATS

HP	●●●●●●
ATTACK	●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●
SPEED	●

PERFORMANCE

SPEED	★★☆
POWER	★☆☆
SKILL	★★★★☆
STAMINA	★★★☆☆
JUMP	★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute

Pokémon SoulSilver — Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute

Pokémon Diamond — Level up Munchlax with high friendship

Pokémon Pearl — Level up Munchlax with high friendship

Pokémon Platinum — Level up Munchlax with high friendship

Pokémon HeartGold

What sounds like its cry may actually be its snores or the rumblings of its hungry belly.

Pokémon SoulSilver

Its stomach's digestive juices can dissolve any kind of poison. It can even eat things off the ground.

EVOLUTION



Munchlax

Level it up with high friendship



Snorlax

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
9	Amnesia	Psychic	Status	—	—	20	Self	—
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Belly Drum	Normal	Status	—	—	10	Self	—
20	Yawn	Normal	Status	—	—	10	Normal	—
25	Rest	Psychic	Status	—	—	10	Self	—
28	Snore	Normal	Special	40	100	15	Normal	—
28	Sleep Talk	Normal	Status	—	—	10	Depends	○
33	Body Slam	Normal	Physical	85	100	15	Normal	—
36	Block	Normal	Status	—	—	5	Normal	—
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Crunch	Dark	Physical	80	100	15	Normal	○
49	Giga Impact	Normal	Physical	150	90	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

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No. 144 | Freeze Pokémon
Articuno

Ice | Flying



● HEIGHT: 5'07"
● WEIGHT: 122.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gust	Flying	Special	40	100	35	Normal	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
8	Mist	Ice	Status	—	—	30	2 Allies	—
15	Ice Shard	Ice	Physical	40	100	30	Normal	—
22	Mind Reader	Normal	Status	—	—	5	Normal	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Agility	Psychic	Status	—	—	30	Self	—
43	Ice Beam	Ice	Special	95	100	10	Normal	—
50	Reflect	Psychic	Status	—	—	20	2 Allies	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Tailwind	Flying	Status	—	—	30	2 Allies	—
71	Blizzard	Ice	Special	120	70	5	2 Foes	—
78	Sheer Cold	Ice	Special	—	30	5	Normal	—
85	Hail	Ice	Status	—	—	10	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Pressure

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★★
STAMINA ★★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Appears in the Seafoam Islands

Pokémon SoulSilver — Appears in the Seafoam Islands

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

Pokémon HeartGold
The magnificent, seemingly translucent wings of this legendary bird Pokémon are said to be made of ice.

Pokémon SoulSilver
One of the legendary bird Pokémon, it chills moisture in the atmosphere to create snow while flying.

EVOLUTION
Does not evolve

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No. 145 | Electric Pokémon
Zapdos

Electric | Flying



- HEIGHT: 5'03"
- WEIGHT: 116.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Pressure

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆☆
SKILL ★★★★☆

STAMINA ★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Appears on Route 10 (after collecting all eight Kanto Gym Badges)

Pokémon SoulSilver — Appears on Route 10 (after collecting all eight Kanto Gym Badges)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

Pokémon HeartGold
This legendary bird Pokémon causes savage thunderstorms by flapping its glittering wings.

Pokémon SoulSilver
This legendary bird Pokémon is said to appear only when a thundercloud parts into two halves.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
8	Thunder Wave	Electric	Status	—	100	20	Normal	—
15	Detect	Fighting	Status	—	—	5	Self	—
22	Pluck	Flying	Physical	60	100	20	Normal	○
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Charge	Electric	Status	—	—	20	Self	—
43	Agility	Psychic	Status	—	—	30	Self	—
50	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Light Screen	Psychic	Status	—	—	30	2 Allies	—
71	Drill Peck	Flying	Physical	80	100	20	Normal	○
78	Thunder	Electric	Special	120	70	10	Normal	—
85	Rain Dance	Water	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

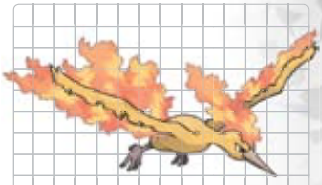
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 146 | Flame Pokémon
Moltres

Fire | Flying



● HEIGHT: 6'07"
● WEIGHT: 132.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
1	Ember	Fire	Special	40	100	25	Normal	—
8	Fire Spin	Fire	Special	15	70	15	Normal	—
15	Agility	Psychic	Status	—	—	30	Self	—
22	Endure	Normal	Status	—	—	10	Self	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Safeguard	Normal	Status	—	—	25	2 Allies	—
50	Air Slash	Flying	Special	75	95	20	Normal	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Heat Wave	Fire	Special	100	90	10	2 Foes	—
71	SolarBeam	Grass	Special	120	100	10	Normal	—
78	Sky Attack	Flying	Physical	140	90	5	Normal	—
85	Sunny Day	Fire	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Pressure

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Appears at Mt. Silver

Pokémon SoulSilver — Appears at Mt. Silver

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

Pokémon HeartGold
This legendary Pokémon scatters embers with every flap of its wings. It is a thrilling sight to behold.

Pokémon SoulSilver
This legendary bird Pokémon is said to bring early spring to the wintry lands it visits.

EVOLUTION
Does not evolve

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No. 147 | Dragon Pokémon
Dratini

Dragon



● HEIGHT: 5'11"
● WEIGHT: 7.3 lbs.
● ITEMS: Dragon Scale

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Shed Skin

EGG GROUPS
Water 1
Dragon

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Dragon's Den (water surface)

Pokémon SoulSilver — Dragon's Den (water surface)

Pokémon Diamond — Mt. Coronet 4F 1(Super Rod)

Pokémon Pearl — Mt. Coronet 4F 1(Super Rod)

Pokémon Platinum — Mt. Coronet 4F 1(Super Rod)

Pokémon HeartGold
It is born large to start with. It repeatedly sheds its skin as it steadily grows longer.

Pokémon SoulSilver
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

EVOLUTION



Dratini → Dragonair → Dragonite

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
31	Aqua Tail	Water	Physical	90	90	10	Normal	○
35	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
41	Safeguard	Normal	Status	—	—	25	2 Allies	—
45	Dragon Dance	Dragon	Status	—	—	20	Self	—
51	Outrage	Dragon	Physical	120	100	15	1 Random	○
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

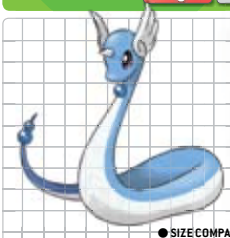
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Mist	Ice	Status	—	—	30	2 Allies	—
Haze	Ice	Status	—	—	30	All	—
Supersonic	Normal	Status	—	55	20	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

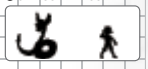
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No. 148 | Dragon Pokémon
Dragonair

Dragon



● SIZE COMPARISON



● HEIGHT: 13'01"
● WEIGHT: 36.4 lbs.
● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	—
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	2 Allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
61	Outrage	Dragon	Physical	120	100	15	1 Random	○
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Shed Skin

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS

Water 1
Dragon

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Dragon's Den (Super Rod)

Pokémon SoulSilver — Dragon's Den (Super Rod)

Pokémon Diamond — Mt. Coronet 4F 1 (Super Rod)

Pokémon Pearl — Mt. Coronet 4F 1 (Super Rod)

Pokémon Platinum — Mt. Coronet 4F 1 (Super Rod)

Pokémon HeartGold

They say that if it emits an aura from its whole body, the weather will begin to change instantly.

Pokémon SoulSilver

Its crystalline orbs appear to give this Pokémon the power to freely control the weather.

EVOLUTION



Dratini → Dragonair → Dragonite

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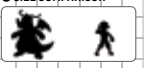
No. 149 | Dragon Pokémon
Dragonite

Dragon | Flying



● HEIGHT: 7'03"
● WEIGHT: 463.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Inner Focus

EGG GROUPS

Water 1

Dragon

STATS

HP	●●●
ATTACK	●●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

PERFORMANCE

SPEED ★★☆☆☆
POWER ★★★★★
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Dragonair to Lv. 55

Pokémon SoulSilver — Level up Dragonair to Lv. 55

Pokémon Diamond — Level up Dragonair to Lv. 55

Pokémon Pearl — Level up Dragonair to Lv. 55

Pokémon Platinum — Level up Dragonair to Lv. 55

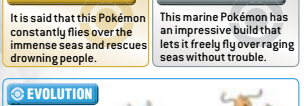
Pokémon HeartGold

It is said that this Pokémon constantly flies over the immense seas and rescues drowning people.

Pokémon SoulSilver

This marine Pokémon has an impressive build that lets it freely fly over raging seas without trouble.

EVOLUTION



Dratini | Dragonair | Dragonite

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Roost	Flying	Status	—	—	10	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	2 Allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
55	Wing Attack	Flying	Physical	60	100	35	Normal	○
64	Outrage	Dragon	Physical	120	100	15	1 Random	○
73	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
8	Barrier	Psychic	Status	—	—	30	Self	—
15	Swift	Normal	Special	60	—	20	2 Foes	—
22	Future Sight	Psychic	Special	80	90	15	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
36	Miracle Eye	Psychic	Status	—	—	40	Normal	—
43	Mist	Ice	Status	—	—	30	2 Allies	—
50	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
57	Amnesia	Psychic	Status	—	—	20	Self	—
64	Power Swap	Psychic	Status	—	—	10	Normal	—
64	Guard Swap	Psychic	Status	—	—	10	Normal	—
71	Psychic	Psychic	Special	90	100	10	Normal	—
79	Me First	Normal	Status	—	—	20	Depends	—
86	Recover	Normal	Status	—	—	10	Self	—
93	Safeguard	Normal	Status	—	—	25	2 Allies	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

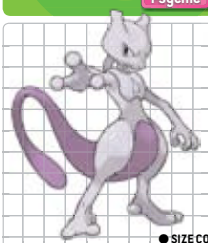
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes / 1 Ally	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 150 | Genetic Pokémon
Mewtwo

Psychic



- HEIGHT: 6'07"
- WEIGHT: 269.0 lbs.
- ITEMS: None

SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES
- Pressure

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆☆
SKILL ★★★★★
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Appears at Cerulean Cave
- Pokémon SoulSilver — Appears at Cerulean Cave
- Pokémon Diamond — —
- Pokémon Pearl — —
- Pokémon Platinum — —

Pokémon HeartGold
Because its battle abilities were raised to the ultimate level, it thinks only of defeating its foes.

Pokémon SoulSilver
It usually remains motionless to conserve energy, so that it may unleash its full power in battle.

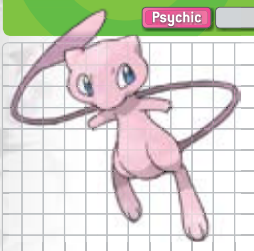
EVOLUTION
Does not evolve

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No. 151 Mew

New Species Pokémon

Psychic



● HEIGHT: 1'04"
● WEIGHT: 8.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Synchronize

STATS

HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆☆
SKILL ★★★★★
STAMINA ★★★★☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii*

Pokémon Pearl Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii*

Pokémon Platinum —

Pokémon HeartGold

Apparently, it appears only to those people who are pure of heart and have a strong desire to see it.

Pokémon SoulSilver

Its DNA is said to contain the genetic codes of all Pokémon, so it canuse all kinds of techniques.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Transform	Normal	Status	—	—	10	Normal	—
10	Mega Punch	Normal	Physical	80	85	20	Normal	○
20	Metronome	Normal	Status	—	—	10	Depends	—
30	Psychic	Psychic	Special	90	100	10	Normal	—
40	Barrier	Psychic	Status	—	—	30	Self	—
50	AncientPower	Rock	Special	60	100	5	Normal	—
60	Amnesia	Psychic	Status	—	—	20	Self	—
70	Me First	Normal	Status	—	—	20	Depends	—
80	Baton Pass	Normal	Status	—	—	40	Self	—
90	Nasty Plot	Dark	Status	—	—	20	Self	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

Mew can learn all the BP Moves.

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

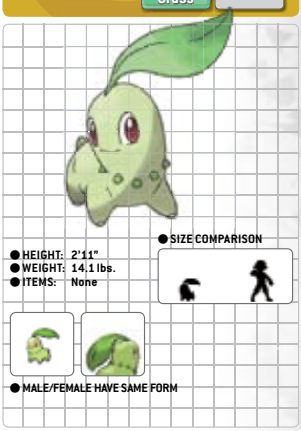
Mew can learn all the TMs and HMs.

*Mew is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 152 | Leaf Pokémon
Chikorita

Grass



● HEIGHT: 2'11"
● WEIGHT: 14.1 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
20	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
31	Light Screen	Psychic	Status	—	—	30	2 Allies	—
34	Body Slam	Normal	Physical	85	100	15	Normal	○
39	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Aromatherapy	Grass	Status	—	—	5	All Allies	—
45	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vine Whip	Grass	Physical	35	100	15	Normal	○
Leech Seed	Grass	Status	—	90	10	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
AncientPower	Rock	Special	60	100	5	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Nature Power	Normal	Status	—	—	20	Depends	—
Ingrain	Grass	Status	—	—	20	Self	—
GrassWhistle	Grass	Status	—	55	15	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Wring Out	Normal	Special	—	100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○

ABILITIES
● Overgrow

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Monster
Grass

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★☆☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon SoulSilver — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up sunrays.

Pokémon SoulSilver
Its pleasantly aromatic leaf has the ability to check humidity and temperature.

EVOLUTION



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No. 153 | Leaf Pokémon
Bayleef

Grass



- HEIGHT: 3'11"
- WEIGHT: 34.8 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Overgrow

EGG GROUPS
Monster

Grass

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Chikorita to Lv. 16

Pokémon SoulSilver — Level up Chikorita to Lv. 16

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

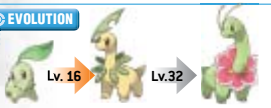
Pokémon HeartGold

The scent of spices comes from around its neck. Somehow, sniffing it makes you want to fight.

Pokémon SoulSilver

A spicy aroma emanates from around its neck. The aroma acts as a stimulant to restore health.

EVOLUTION



Chikorita → Bayleef → Meganium

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
36	Light Screen	Psychic	Status	—	—	30	2 Allies	—
40	Body Slam	Normal	Physical	85	100	15	Normal	○
46	Safeguard	Normal	Status	—	—	25	2 Allies	—
50	Aromatherapy	Grass	Status	—	—	5	All Allies	—
54	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM59	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Petal Dance	Grass	Special	90	100	20	1 Random	○
34	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
40	Light Screen	Psychic	Status	—	—	30	2 Allies	○
46	Body Slam	Normal	Physical	85	100	15	Normal	—
54	Safeguard	Normal	Status	—	—	25	2 Allies	—
60	Aromatherapy	Grass	Status	—	—	5	All Allies	—
66	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

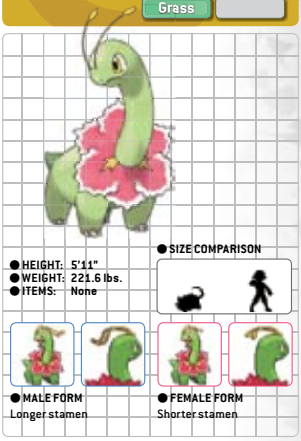
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

Pokémon Moves

No. 154 | Herb Pokémon

Meganium

Grass



● HEIGHT: 5'11"
● WEIGHT: 221.6 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE FORM
Longer stamen

● FEMALE FORM
Shorter stamen

ABILITIES

● Overgrow

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

EGG GROUPS

Monster
Grass

PERFORMANCE

SPEED ★★
POWER ★★★☆☆
SKILL ★★★★★
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Bayleef to Lv. 32

Pokémon SoulSilver — Level up Bayleef to Lv. 32

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

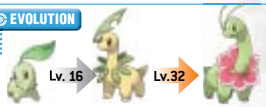
Pokémon HeartGold

The aroma that rises from its petals contains a substance that calms aggressive feelings.

Pokémon SoulSilver

MEGANIUM's breath has the power to revive dead grass and plants. It can make them healthy again.

EVOLUTION

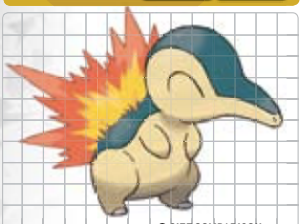


Chikorita | Bayleef | Meganium

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No. 155 | Fire Mouse Pokémon
Cyndaquil

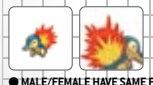
Fire



● HEIGHT: 1'08"
● WEIGHT: 17.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Blaze

EGG GROUPS

Field

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon SoulSilver — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.

Pokémon SoulSilver

It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
22	Defense Curl	Normal	Status	—	—	40	Self	—
28	Swift	Normal	Special	60	—	20	2 Foes	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
40	Rollout	Rock	Physical	30	90	20	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Eruption	Fire	Special	150	100	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Foresight	Normal	Status	—	—	40	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○
Howl	Normal	Status	—	—	40	Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Extrasensory	Psychic	Special	80	100	30	Normal	—

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No. 156 Volcano Pokémon
Quilava

Fire



● HEIGHT: 2'11"
● WEIGHT: 41.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	○
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	2 Foes	—
35	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Blaze

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Cyndaquil to Lv. 14

Pokémon SoulSilver Level up Cyndaquil to Lv. 14

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
Be careful if it turns its backduring battle. It means that it will attack with the fire on its back.

Pokémon SoulSilver
Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

EVOLUTION



Cyndaquil — Lv. 14 — Quilava — Lv. 36 — Typhlosion

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No. 157 | Volcano Pokémon
Typhlosion

Fire



● HEIGHT: 5'07"
● WEIGHT: 175.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Blaze

EGG GROUPS
Field

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★★
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Quilava to Lv. 36

Pokémon SoulSilver — Level up Quilava to Lv. 36

Pokémon Diamond — —

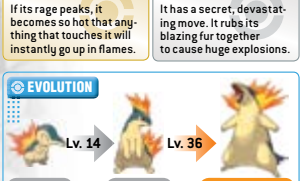
Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames.

Pokémon SoulSilver
It has a secret, devastating move. It rubs its blazing fur together to cause huge explosions.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gyro Ball	Steel	Physical	—	100	5	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	2 Foes	—
35	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
20	Ice Fang	Ice	Physical	65	95	15	Normal	○
22	Flail	Normal	Physical	—	100	15	Normal	○
27	Crunch	Dark	Physical	80	100	15	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	—
36	Thrash	Normal	Physical	90	100	20	1 Random	○
41	Aqua Tail	Water	Physical	90	90	10	Normal	○
43	Superpower	Fighting	Physical	120	100	5	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Hydro Pump	Water	Special	120	80	5	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mud Sport	Ground	Status	—	—	15	All	—
Water Sport	Water	Status	—	—	15	All	—
Dragon Claw	Dragon	Physical	80	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Dragon Dance	Dragon	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○

Pokémon Moves

No. 158 | Big Jaw Pokémon

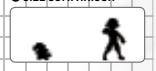
Totodile

Water



● HEIGHT: 2'00"
● WEIGHT: 20.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Torrent

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Monster

Water 1

PERFORMANCE

SPEED ★★★☆
POWER ★★★★☆
SKILL ★★☆

STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon SoulSilver — Receive from Professor Elm in New Bark Town at the beginning of the adventure

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

Its powerful, well-developed jaws are capable of crushing anything. Even its Trainer must be careful.

Pokémon SoulSilver

It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

EVOLUTION



Totodile → Croconaw → Feraligatr

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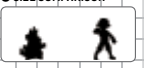
No. 159 | Big Jaw Pokémon
Croconaw

Water



● HEIGHT: 3'07"
● WEIGHT: 55.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Torrent

EGG GROUPS
Monster

Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Totodile to Lv. 18

Pokémon SoulSilver — Level up Totodile to Lv. 18

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth.

Pokémon SoulSilver
It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in.

EVOLUTION



Totodile → Croconaw → Feraligatr

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Flail	Normal	Physical	—	100	15	Normal	○
30	Crunch	Dark	Physical	80	100	15	Normal	○
33	Slash	Normal	Physical	70	100	20	Normal	○
39	Screech	Normal	Status	—	85	40	Normal	—
42	Thrash	Normal	Physical	90	100	20	1 Random	○
48	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Superpower	Fighting	Physical	120	100	5	Normal	○
57	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 160 | Big Jaw Pokémon
Feraligatr

Water



● HEIGHT: 7'07"
● WEIGHT: 195.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rage	Normal	Physical	20	100	20	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	○
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Flail	Normal	Physical	—	100	15	Normal	○
30	Agility	Psychic	Status	—	—	30	Self	—
32	Crunch	Dark	Physical	80	100	15	Normal	○
37	Slash	Normal	Physical	70	100	20	Normal	○
45	Screech	Normal	Status	—	85	40	Normal	—
50	Thrash	Normal	Physical	90	100	20	1 Random	○
58	Aqua Tail	Water	Physical	90	90	10	Normal	○
63	Superpower	Fighting	Physical	120	100	5	Normal	○
71	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

● Torrent

EGG GROUPS

Monster

Water 1

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE

SPEED ★★★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Croconaw to Lv. 30

Pokémon SoulSilver — Level up Croconaw to Lv. 30

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

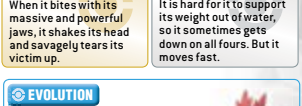
Pokémon HeartGold

When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up.

Pokémon SoulSilver

It is hard for it to support its weight out of water, so it sometimes gets down on all fours. But it moves fast.

EVOLUTION



Totodile → Croconaw (Lv. 18) → Feraligatr (Lv. 30)

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No. 161 | Scout Pokémon
Sentret

Normal



● HEIGHT: 2'07"
● WEIGHT: 13.2 lbs.
● ITEMS: Oran Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Run Away
● Keen Eye

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆☆☆
STAMINA ★★☆☆☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 29 (morning and afternoon only)
Pokémon SoulSilver	Route 29 (morning and afternoon only)
Pokémon Diamond	Route 202 (use Poké Radar)
Pokémon Pearl	Route 202 (use Poké Radar)
Pokémon Platinum	Route 202 (use Poké Radar)

Pokémon HeartGold
A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings.

Pokémon SoulSilver
It stands on its tail so it can see a long way. If it spots an enemy, it cries loudly to warn its kind.

EVOLUTION



Sentret — Lv. 15 — Furret



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
16	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Follow Me	Normal	Status	—	—	20	Self	—
25	Slam	Normal	Physical	80	75	20	Normal	○
28	Rest	Psychic	Status	—	—	10	Self	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Amnesia	Psychic	Status	—	—	20	Self	—
39	Baton Pass	Normal	Status	—	—	40	Self	—
42	Me First	Normal	Status	—	—	20	Depends	—
47	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM72	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double-Edge	Normal	Physical	120	100	15	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Focus Energy	Normal	Status	—	—	30	Self	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
Assist	Normal	Status	—	—	20	Depends	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Charm	Normal	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Helping Hand	Normal	Status	—	—	20	1 Ally	—
21	Follow Me	Normal	Status	—	—	20	Self	—
28	Slam	Normal	Physical	80	75	20	Normal	○
32	Rest	Psychic	Status	—	—	10	Self	—
36	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Amnesia	Psychic	Status	—	—	20	Self	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Me First	Normal	Status	—	—	20	Depends	—
56	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

Pokémon Moves

No. 162 | Long Body Pokémon

Furret

Normal



- HEIGHT: 5'11"
- WEIGHT: 71.6 lbs.
- ITEMS: Oran Berry, Sitrus Berry

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Run Away
- Keen Eye

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Sentret to Lv. 15

Pokémon Pearl — Level up Sentret to Lv. 15

Pokémon Platinum — Level up Sentret to Lv. 15

Pokémon HeartGold

It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter.

Pokémon SoulSilver

There is no telling where the tail begins. Despite its short legs, it is quick and likes to chase RATTATA.

EVOLUTION



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No. 163 | Owl Pokémon
Hoothoot

Normal | Flying



● HEIGHT: 3'03"
● WEIGHT: 23.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Insomnia
● Keen Eye

EGG GROUPS
Flying

STATS
HP ●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 29 (night only)

Pokémon SoulSilver — Route 29 (night only)

Pokémon Diamond — Route 210, Celestic Town side (night only)

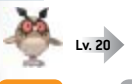
Pokémon Pearl — Route 210, Celestic Town side (night only)

Pokémon Platinum — Route 210 (night only)

Pokémon HeartGold
It always stands on one foot. It changes feet so fast, the movement can rarely be seen.

Pokémon SoulSilver
It has a perfect sense of time. Whatever happens, it keeps rhythm by precisely tilting its head in time.

EVOLUTION



Hoothoot — Lv. 20 — Noctowl

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 Random	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
21	Confusion	Psychic	Special	50	100	25	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Air Slash	Flying	Special	75	95	20	Normal	—
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Extrasensory	Psychic	Special	80	100	30	Normal	—
41	Psycho Shift	Psychic	Status	—	90	10	Normal	—
45	Roost	Flying	Status	—	—	10	Self	—
49	Dream Eater	Psychic	Special	100	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Move	Flying	Status	—	—	20	Depends	—
Supersonic	Normal	Status	—	55	20	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Whirlwind	Normal	Status	—	100	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Night Shade	Ghost	Special	—	100	15	Normal	—

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No. 164 | Owl Pokémon
Noctowl

Normal | Flying



● HEIGHT: 5'03"
● WEIGHT: 89.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sky Attack	Flying	Physical	140	90	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 Random	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Confusion	Psychic	Special	50	100	25	Normal	—
27	Take Down	Normal	Physical	90	85	20	Normal	○
32	Air Slash	Flying	Special	75	95	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
42	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Psycho Shift	Psychic	Status	—	90	10	Normal	—
52	Roost	Flying	Status	—	—	10	Self	—
57	Dream Eater	Psychic	Special	100	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● ABILITIES

● Insomnia
● Keen Eye

● EGG GROUPS

Flying

● STATS

HP	●●●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●●
SPEED	●●●

● PERFORMANCE

SPEED	★★★
POWER	★★☆
SKILL	★★☆
STAMINA	★★★☆
JUMP	★★★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 43 (night only)
- Pokémon SoulSilver — Route 43 (night only)
- Pokémon Diamond — Route 210, Celestic Town side (night only)
- Pokémon Pearl — Route 210, Celestic Town side (night only)
- Pokémon Platinum — Route 210 (night only)

Pokémon HeartGold

Its eyes are specially adapted. They concentrate even faint light and enable it to see in the dark.

Pokémon SoulSilver

When it needs to think, it rotates its head 180 degrees to sharpen its intellectual power.

● EVOLUTION



Lv. 20



Hoothoot → Noctowl

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No. 165 | Five Star Pokémon
Ledyba

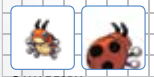
Bug | Flying



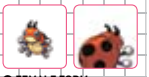
● HEIGHT: 3'03"
● WEIGHT: 23.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Longer antennae



● FEMALE FORM
Shorter antennae

ABILITIES
● Swarm
● Early Bird

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★☆☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 30 (morning only)

Pokémon Diamond Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It is very timid. It will be afraid to move if it is alone. But it will be active if it is in a group.

Pokémon SoulSilver
When the weather turns cold, lots of LEDYBA gather from everywhere to cluster and keep each other warm.

EVOLUTION



Ledyba

Lv. 18



Ledian

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Supersonic	Normal	Status	—	55	20	Normal	—
9	Comet Punch	Normal	Physical	18	85	15	Normal	○
14	Light Screen	Psychic	Status	—	—	30	2 Allies	—
14	Reflect	Psychic	Status	—	—	20	2 Allies	—
14	Safeguard	Normal	Status	—	—	25	2 Allies	—
17	Mach Punch	Fighting	Physical	40	100	30	Normal	○
22	Baton Pass	Normal	Status	—	—	40	Self	—
25	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Agility	Psychic	Status	—	—	30	Self	—
33	Swift	Normal	Special	60	—	20	2 Foes	—
38	Double-Edge	Normal	Physical	120	100	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Rollout	Rock	Physical	30	90	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Bide	Normal	Physical	—	—	10	Self	○
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Screech	Normal	Status	—	85	40	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Petal Dance	Grass	Special	90	100	20	1 Random	○
34	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
40	Light Screen	Psychic	Status	—	—	30	2 Allies	○
46	Body Slam	Normal	Physical	85	100	15	Normal	—
54	Safeguard	Normal	Status	—	—	25	2 Allies	—
60	Aromatherapy	Grass	Status	—	—	5	All Allies	—
66	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

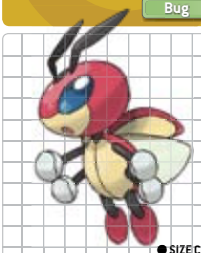
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

Pokémon Moves

No. 166 | Five Star Pokémon

Ledian

Bug | Flying



- HEIGHT: 4'07"
- WEIGHT: 78.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer antennae
- FEMALE FORM: Shorter antennae

ABILITIES

- Swarm
- Early Bird

STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS

Bug

PERFORMANCE

SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — —
- Pokémon SoulSilver — Route 2 (morning only)
- Pokémon Diamond — Route 229 (morning only)
- Pokémon Pearl — Route 229 (morning only)
- Pokémon Platinum — Route 229 (morning only)

Pokémon HeartGold

When the stars flicker in the night sky, it flutters about, scattering a glowing powder.

Pokémon SoulSilver

The spot patterns on its back grow larger or smaller depending on the number of stars in the night sky.

EVOLUTION



Ledyba → Ledian

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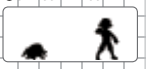
No. 167 | String Spit Pokémon
Spinarak

Bug | Poison



● HEIGHT: 1'08"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swarm
● Insomnia

EGG GROUPS
Bug

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★
STAMINA ★☆☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 30 (night only)

Pokémon SoulSilver — —

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold

It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close.

Pokémon SoulSilver

It spins a web using fine--but durable--thread. It then waits patiently for prey to be trapped.

EVOLUTION



Lv. 22



Spinarak → Ariados

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
22	Fury Swipes	Normal	Physical	18	80	15	Normal	○
26	Sucker Punch	Dark	Physical	80	100	5	Normal	○
29	Spider Web	Bug	Status	—	—	10	Normal	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
SonicBoom	Normal	Special	—	90	20	Normal	—
Baton Pass	Normal	Status	—	—	40	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Poison Jab	Poison	Physical	80	100	20	Normal	○

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No. 168 | Long Leg Pokémon
Ariados

Bug | Poison

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Fury Swipes	Normal	Physical	18	80	15	Normal	○
28	Sucker Punch	Dark	Physical	80	100	5	Normal	○
32	Spider Web	Bug	Status	—	—	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
41	Pin Missile	Bug	Physical	14	85	20	Normal	—
46	Psychic	Psychic	Special	90	100	10	Normal	—
50	Poison Jab	Poison	Physical	80	100	20	Normal	○

MOVE MANIAC

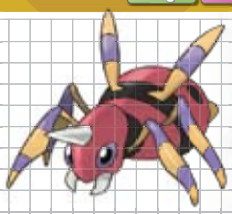
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



- HEIGHT: 3'07"
- WEIGHT: 73.9 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Swarm
- Insomnia

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS

Bug

PERFORMANCE

SPEED	★★★★	STAMINA	★★☆☆
POWER	★★★	JUMP	★★☆
SKILL	★★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 2 (night only)
Pokémon SoulSilver	—
Pokémon Diamond	Route 229 (night only)
Pokémon Pearl	Route 229 (night only)
Pokémon Platinum	Route 229 (night only)

Pokémon HeartGold

It spins string not only from its rear but also from its mouth. It's hard to tell which end is which.

Pokémon SoulSilver

A single strand of a special string is endlessly spun out of its rear. The string leads back to its nest.

EVOLUTION

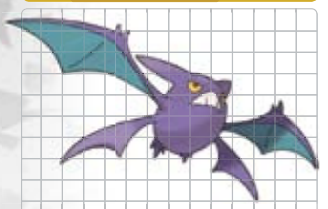


Spinarak → Ariados

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No. 169 | Bat Pokémon
Crobat

Poison | Flying



● HEIGHT: 5'11"
● WEIGHT: 165.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Inner Focus

EGG GROUPS
Flying

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★★
POWER ★☆☆
SKILL ★★★
STAMINA ★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Golbat with high friendship

Pokémon SoulSilver — Level up Golbat with high friendship

Pokémon Diamond — Level up Golbat with high friendship

Pokémon Pearl — Level up Golbat with high friendship

Pokémon Platinum — Level up Golbat with high friendship

Pokémon HeartGold
It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

Pokémon SoulSilver
The development of wings on its legs enables it to fly fast but also makes it tough to stop and rest.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	○
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	2 Foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—

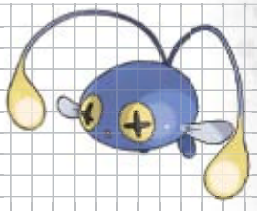
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 170 | Angler Pokémon
Chinchou

Water | Electric



● HEIGHT: 1'08"
● WEIGHT: 26.5 lbs.
● ITEMS: DeepSeaScale

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
20	Ice Fang	Ice	Physical	65	95	15	Normal	○
22	Flail	Normal	Physical	—	100	15	Normal	○
27	Crunch	Dark	Physical	80	100	15	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	—
36	Thrash	Normal	Physical	90	100	20	1 Random	○
41	Aqua Tail	Water	Physical	90	90	10	Normal	○
43	Superpower	Fighting	Physical	120	100	5	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Hydro Pump	Water	Special	120	80	5	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mud Sport	Ground	Status	—	—	15	All	—
Water Sport	Water	Status	—	—	15	All	—
Dragon Claw	Dragon	Physical	80	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Dragon Dance	Dragon	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○

ABILITIES
● Volt Absorb
● Illuminate

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Water 2

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	New Bark Town (Good Rod Super Rod)
Pokémon SoulSilver	New Bark Town (Good Rod Super Rod)
Pokémon Diamond	Route 220 (Super Rod)
Pokémon Pearl	Route 220 (Super Rod)
Pokémon Platinum	Route 220 (Super Rod)

Pokémon HeartGold
It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies.

Pokémon SoulSilver
On the dark ocean floor, its only means of communication is its constantly flashing lights.

EVOLUTION

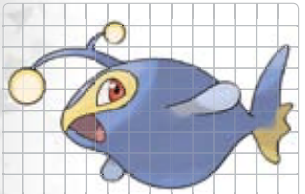


Chinchou → Lanturn

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No. 171 | Light Pokémon
Lanturn

Water | Electric



● HEIGHT: 3'11"
● WEIGHT: 49.6 lbs.
● ITEMS: DeepSeaScale

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Volt Absorb
● Illuminate

EGG GROUPS
Water 2

STATS
HP ●●●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★★
STAMINA ★★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — New Bark Town (Super Rod)

Pokémon SoulSilver — New Bark Town (Super Rod)

Pokémon Diamond — Route 220 (Super Rod)

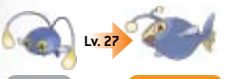
Pokémon Pearl — Route 220 (Super Rod)

Pokémon Platinum — Level up Chinchou to Lv. 27

Pokémon HeartGold
The light it emits is so bright that it can illuminate the sea's surface from a depth of over three miles.

Pokémon SoulSilver
It blinds prey with an intense burst of light. With the prey incapacitated, the Pokémon swallows it in a single gulp.

EVOLUTION



Chinchou → Lanturn

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
6	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Flail	Normal	Physical	—	100	15	Normal	○
12	Water Gun	Water	Special	40	100	25	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
20	Spark	Electric	Physical	65	100	20	Normal	○
23	Take Down	Normal	Physical	90	85	20	Normal	○
27	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
30	BubbleBeam	Water	Special	65	100	20	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
47	Aqua Ring	Water	Status	—	—	20	Self	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—
57	Charge	Electric	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

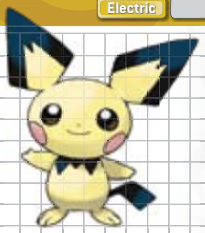
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
455	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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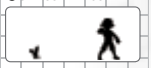
No. 172 | Tiny Mouse Pokémon
Pichu

Electric



● HEIGHT: 1'00"
● WEIGHT: 4.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Sweet Kiss	Normal	Status	—	75	10	Normal	—
18	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Reversal	Fighting	Physical	—	100	15	Normal	○
Bide	Normal	Physical	—	—	10	Self	○
Present	Normal	Physical	—	90	15	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Wish	Normal	Status	—	—	10	Self	—
Charge	Electric	Status	—	—	20	Self	—
Fake Out	Normal	Physical	40	100	10	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Tickle	Normal	Status	—	100	20	Normal	—
Volt Tackle *	Electric	Physical	120	100	15	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○

● ABILITIES
● Static

● STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

● EGG GROUPS
No Egg has ever been discovered

● PERFORMANCE
SPEED ★★★★
POWER ★☆☆
SKILL ★★★★☆
STAMINA ★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Find its Egg at the Pokémon Day Care and hatch it

Pokémon SoulSilver — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212

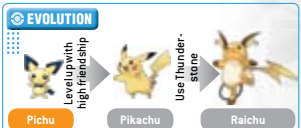
Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212

Pokémon HeartGold
It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

Pokémon SoulSilver
Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

● EVOLUTION



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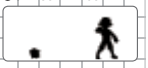
No. 173 | Star Shape Pokémon
Cleffa

Normal



● HEIGHT: 1'00"
● WEIGHT: 6.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Cute Charm
● Magic Guard

STATS
HP ●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Find its Egg at the Pokémon Day Care and hatch it

Pokémon SoulSilver — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Diamond — Mt. Coronet 1F 1

Pokémon Pearl — Mt. Coronet 1F 1

Pokémon Platinum — Mt. Coronet 1F 1 (morning and night only)

Pokémon HeartGold
Because of its unusual, starlike silhouette, people believe that it came here on a meteor.

Pokémon SoulSilver
When numerous meteors illuminate the night sky, sightings of CLEFFA strangely increase.

EVOLUTION

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Charm	Normal	Status	—	100	20	Normal	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
13	Copycat	Normal	Status	—	—	20	Depends	—
16	Magical Leaf	Grass	Special	60	—	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status	—	—	10	Depends	—
Amnesia	Psychic	Status	—	—	20	Self	—
Belly Drum	Normal	Status	—	—	10	Self	—
Splash	Normal	Status	—	—	40	Self	—
Mimic	Normal	Status	—	—	10	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Substitute	Normal	Status	—	—	10	Self	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○
Aromatherapy	Grass	Status	—	—	5	All Allies	—

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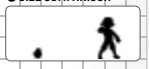
No. 174 | Balloon Pokémon
Igglybuff

Normal



● HEIGHT: 1'00"
● WEIGHT: 2.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Sweet Kiss	Normal	Status	—	75	10	Normal	—
17	Copycat	Normal	Status	—	—	20	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Perish Song	Normal	Status	—	—	5	All	—
Present	Normal	Physical	—	90	15	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Wish	Normal	Status	—	—	10	Self	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Gravity	Psychic	Status	—	—	5	All	—

● ABILITIES

● Cute Charm

● STATS

HP ●●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

● EGG GROUPS

No Egg has ever been discovered

● PERFORMANCE

SPEED ★★★☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Find its Egg at the Pokémon Day Care and hatch it

Pokémon SoulSilver — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

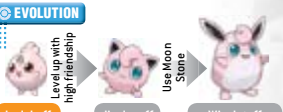
Pokémon HeartGold

It has a very soft body. If it starts to roll, it will bounce all over and be impossible to stop.

Pokémon SoulSilver

Its extremely flexible and elastic body makes it bounce continuously--anytime, anywhere.

● EVOLUTION



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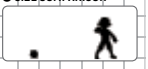
No. 175 | Spike Ball Pokémon
Togepi

Normal



● HEIGHT: 1'00"
● WEIGHT: 3.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hustle
● Serene Grace

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●
ATTACK ●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Hatch the Mystery Egg received from Mr. Pokémon on Route 30

Pokémon SoulSilver — Hatch the Mystery Egg received from Mr. Pokémon on Route 30

Pokémon Diamond — Route 230 (use Poké Radar)

Pokémon Pearl — Route 230 (use Poké Radar)

Pokémon Platinum — Receive an Egg from Cynthia in Eterna City and hatch it

Pokémon HeartGold
The shell seems to be filled with joy. It is said that it will share good luck when treated kindly.

Pokémon SoulSilver
A proverb claims that happiness will come to anyone who can make a sleeping TOGEPI stand up.

EVOLUTION

Togepi → Togetic → Togekiss

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
6	Metronome	Normal	Status	—	—	10	Depends	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
15	Yawn	Normal	Status	—	—	10	Normal	—
19	Encore	Normal	Status	—	100	5	Normal	—
24	Follow Me	Normal	Status	—	—	20	Self	—
28	Wish	Normal	Status	—	—	10	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Peck	Flying	Physical	35	100	35	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Psycho Shift	Psychic	Status	—	90	10	Normal	—
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Extrasensory	Psychic	Special	80	100	30	Normal	—

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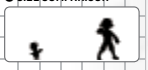
No. 176 Happiness Pokémon
Togetic

Normal Flying



● HEIGHT: 2'00"
● WEIGHT: 7.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
1	Metronome	Normal	Status	—	—	10	Depends	—
1	Sweet Kiss	Normal	Status	—	75	10	Normal	—
6	Metronome	Normal	Status	—	—	10	Depends	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
15	Yawn	Normal	Status	—	—	10	Normal	—
19	Encore	Normal	Status	—	100	5	Normal	—
24	Follow Me	Normal	Status	—	—	20	Self	—
28	Wish	Normal	Status	—	—	10	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Hustle
● Serene Grace

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Flying
Fairy

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Togepi with high friendship

Pokémon SoulSilver — Level up Togepi with high friendship

Pokémon Diamond — Level up Togepi with high friendship

Pokémon Pearl — Level up Togepi with high friendship

Pokémon Platinum — Level up Togepi with high friendship

Pokémon HeartGold
They say that it will appear before kindhearted, caring people and shower them with happiness.

Pokémon SoulSilver
It grows dispirited if it is not with kind people. It can float in midair without moving its wings.

EVOLUTION



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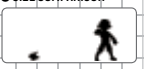
No. 177 | Tiny Bird Pokémon
Natu

Psychic | Flying



● HEIGHT: 0'08"
● WEIGHT: 4.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Synchronize
● Early Bird

EGG GROUPS
Flying

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Ruins of Alph (outside)

Pokémon SoulSilver — Ruins of Alph (outside)

Pokémon Diamond — Route 224 (mass outbreak)

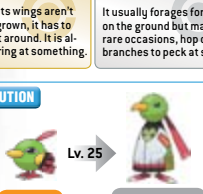
Pokémon Pearl — Route 224 (mass outbreak)

Pokémon Platinum — Route 224 (mass outbreak)

Pokémon HeartGold
Because its wings aren't yet fully grown, it has to hop to get around. It is always staring at something.

Pokémon SoulSilver
It usually forages for food on the ground but may, on rare occasions, hop onto branches to peck at shoots.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Depends	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Wish	Normal	Status	—	—	10	Self	—
33	Psycho Shift	Psychic	Status	—	90	10	Normal	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
39	Ominous Wind	Ghost	Special	60	100	5	Normal	—
44	Power Swap	Psychic	Status	—	—	10	Normal	—
44	Guard Swap	Psychic	Status	—	—	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Haze	Ice	Status	—	—	30	All	—
Drill Peck	Flying	Physical	80	100	20	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Steel Wing	Steel	Physical	70	90	25	Normal	○
Psych Up	Normal	Status	—	—	10	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○

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No. 178 | Mystic Pokémon
Xatu

Psychic | Flying



- HEIGHT: 4'07"
- WEIGHT: 78.5 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Three stripes on body

● FEMALE FORM
Two stripes on body

ABILITIES
- Synchronize
- Early Bird

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★☆
POWER ★★★
SKILL ★★★
STAMINA ★★★★
JUMP ★★★☆

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Depends	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Tailwind	Flying	Status	—	—	30	2 Allies	—
30	Wish	Normal	Status	—	—	10	Self	—
37	Psycho Shift	Psychic	Status	—	90	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Ominous Wind	Ghost	Special	60	100	5	Normal	—
54	Power Swap	Psychic	Status	—	—	10	Normal	—
54	Guard Swap	Psychic	Status	—	—	10	Normal	—
59	Psychic	Psychic	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25

Pokémon SoulSilver — Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25

Pokémon Diamond — Level up Natu to Lv. 25

Pokémon Pearl — Level up Natu to Lv. 25

Pokémon Platinum — Level up Natu to Lv. 25

Pokémon HeartGold
They say that it stays still and quiet because it is seeing both the past and future at the same time.

Pokémon SoulSilver
In South America, it is said that its right eye sees the future and its left eye views the past.

EVOLUTION



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No. 179 | Wool Pokémon
Mareep

Electric



● HEIGHT: 2'00"
● WEIGHT: 17.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Static

EGG GROUPS
Monster
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★
SKILL ★★☆
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 32

Pokémon SoulSilver — Route 32

Pokémon Diamond — Valley Windworks (use Poké Radar)

Pokémon Pearl — Valley Windworks (use Poké Radar)

Pokémon Platinum — Valley Windworks (use Poké Radar)

Pokémon HeartGold
If static electricity builds in its body, its fleece doubles in volume. Touching it will shock you.

Pokémon SoulSilver
Its fleece grows continually. In the summer, the fleece is fully shed, but it grows back in a week.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
19	Cotton Spore	Grass	Status	—	85	40	Normal	—
23	Charge	Electric	Status	—	—	20	Self	—
28	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
32	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Light Screen	Psychic	Status	—	—	30	2 Allies	—
41	Power Gem	Rock	Special	70	100	20	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Screech	Normal	Status	—	85	40	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Charge	Electric	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Sand-Attack	Ground	Status	—	100	15	Normal	—

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No. 180 | Wool Pokémon
Flaaffy

Electric



● HEIGHT: 2'07"
● WEIGHT: 29.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
31	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
47	Power Gem	Rock	Special	70	100	20	Normal	—
53	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Static

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS
Monster
Field

PERFORMANCE
SPEED ★★☆
POWER ★★★
SKILL ★★★
STAMINA ★★★★
JUMP ★★★

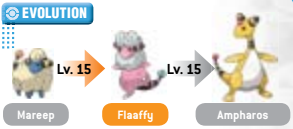
● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 43
- Pokémon SoulSilver — Route 43
- Pokémon Diamond — Route 222 (use Poké Radar)
- Pokémon Pearl — Route 222 (use Poké Radar)
- Pokémon Platinum — Route 222 (use Poké Radar)

Pokémon HeartGold
As a result of storing too much electricity, it developed patches where even downy wool won't grow.

Pokémon SoulSilver
Its fluffy fleece easily stores electricity. Its rubbery hide keeps it from being electrocuted.

EVOLUTION



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No. 181 | Light Pokémon
Ampharos

Electric



● HEIGHT: 4'07"
● WEIGHT: 135.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Static

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS

Monster
Field

PERFORMANCE

SPEED ★☆☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Flaaffy to Lv. 30

Pokémon SoulSilver — Level up Flaaffy to Lv. 30

Pokémon Diamond — Level up Flaaffy to Lv. 30

Pokémon Pearl — Level up Flaaffy to Lv. 30

Pokémon Platinum — Level up Flaaffy to Lv. 30

Pokémon HeartGold

The tail's tip shines brightly and can be seen from far away. It acts as a beacon for lost people.

Pokémon SoulSilver

The bright light on its tail can be seen far away. It has been treasured since ancient times as a beacon.

EVOLUTION



Mareep → Flaaffy → Ampharos

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
30	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
42	Signal Beam	Bug	Special	75	100	15	Normal	—
51	Light Screen	Psychic	Status	—	—	30	2 Allies	—
59	Power Gem	Rock	Special	70	100	20	Normal	—
68	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 182 | Flower Pokémon
Bellossom

Grass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leaf Blade	Grass	Physical	90	100	15	Normal	○
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	Sunny Day	Fire	Status	—	—	5	All	—
23	Magical Leaf	Grass	Special	60	—	20	Normal	—
53	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

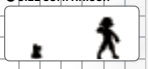
TM & HM MOVES

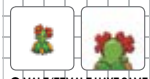
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○



- HEIGHT: 1'04"
- WEIGHT: 12.8 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Chlorophyll

EGG GROUPS
Grass

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●

PERFORMANCE

SPEED	★★★☆
POWER	★★☆
SKILL	★★★★☆
STAMINA	★★★
JUMP	★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Use Sun Stone on Gloom
- Pokémon SoulSilver: Use Sun Stone on Gloom
- Pokémon Diamond: Use Sun Stone on Gloom
- Pokémon Pearl: Use Sun Stone on Gloom
- Pokémon Platinum: Use Sun Stone on Gloom

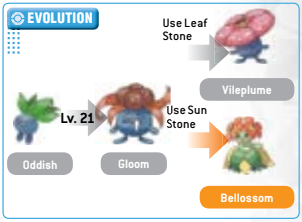
Pokémon HeartGold

BELLOSSOM gather at times and seem to dance. They say that the dance is a ritual to summon he sun.

Pokémon SoulSilver

Plentiful in the tropics. When it dances, its petals rub together and make a pleasant ringing sound.

EVOLUTION



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No. 183 Marill

Aqua Mouse Pokémon

Water



● HEIGHT: 1'04"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Thick Fat
● Huge Power

EGG GROUPS

Water 1

Fairy

STATS

HP ●●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE

SPEED ★★★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Meadow Area water surface)

Pokémon SoulSilver — Safari Zone (Meadow Area water surface)

Pokémon Diamond — Pastoria Great Marsh

Pokémon Pearl — Pastoria Great Marsh

Pokémon Platinum — Route 215

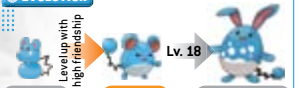
Pokémon HeartGold

The tip of its tail, which contains oil that is lighter than water, lets it swim without drowning.

Pokémon SoulSilver

The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current.

EVOLUTION



Azurill → Marill → Azumarill

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Rain Dance	Water	Status	—	—	5	All	—
37	Aqua Tail	Water	Physical	90	90	10	Normal	○
42	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Present	Normal	Physical	—	90	15	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Belly Drum	Normal	Status	—	—	10	Self	—
Perish Song	Normal	Status	—	—	5	All	—
Supersonic	Normal	Status	—	55	20	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	○

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No. 184 | Aqua Rabbit Pokémon
Azumarill

Water



● HEIGHT: 2'07"
● WEIGHT: 62.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
20	BubbleBeam	Water	Special	65	100	20	Normal	—
27	Aqua Ring	Water	Status	—	—	20	Self	—
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
40	Rain Dance	Water	Status	—	—	5	All	—
47	Aqua Tail	Water	Physical	90	90	10	Normal	○
54	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES
- Thick Fat
- Huge Power

STATS
HP ●●●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS
Water 1
Fairy

PERFORMANCE
SPEED ★★☆
POWER ★★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Marill to Lv. 18

Pokémon SoulSilver — Level up Marill to Lv. 18

Pokémon Diamond — Level up Marill to Lv. 18

Pokémon Pearl — Level up Marill to Lv. 18

Pokémon Platinum — Victory Road 1F Back 2

Pokémon HeartGold
By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers.

Pokémon SoulSilver
When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

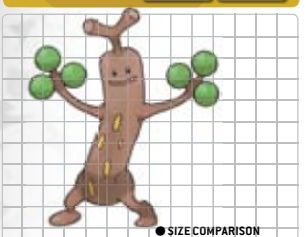
EVOLUTION



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No. 185 | Imitation Pokémon
Sudowoodo

Rock



● HEIGHT: 0'08"
● WEIGHT: 4.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Larger branches on head

● FEMALE FORM
Smaller branches on head

ABILITIES
● Sturdy
● Rock Head

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Mineral

PERFORMANCE
SPEED ★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use the SquirtBottle to water the odd tree on Route 36

Pokémon SoulSilver — Use the SquirtBottle to water the odd tree on Route 36

Pokémon Diamond — Level up Bonsly to Lv. 17 and have it learn Mimic, or level it up once it knows Mimic

Pokémon Pearl — Route 221

Pokémon Platinum — Route 221

Pokémon HeartGold
Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

Pokémon SoulSilver
It disguises itself as a tree to avoid attack. It hates water, so it will disappear if it starts raining.

EVOLUTION



Bonsly

Level it up to Lv. 17 and teach it Mimic. Or level it up once it knows Mimic.



Sudowoodo

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wood Hammer	Grass	Physical	120	100	15	Normal	○
1	Copycat	Normal	Status	—	—	20	Depends	—
1	Flail	Normal	Physical	—	100	15	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
6	Flail	Normal	Physical	—	100	15	Normal	○
9	Low Kick	Fighting	Physical	—	100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Mimic	Normal	Status	—	—	10	Normal	—
22	Block	Normal	Status	—	—	5	Normal	—
25	Faint Attack	Dark	Physical	60	—	20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status	—	—	30	Self	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—

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No. 186 Politoed

Frog Pokémon

Water



● HEIGHT: 3'07"
● WEIGHT: 74.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Larger cheek spots

● FEMALE FORM
Smaller cheek spots

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Perish Song	Normal	Status	—	—	5	All	—
27	Swagger	Normal	Status	—	90	15	Normal	—
37	Bounce	Flying	Physical	85	85	5	Normal	○
48	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Water Absorb
● Damp

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Water 1

PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Poliwhirl while it holds the King's Rock

Pokémon SoulSilver — Link trade Poliwhirl while it holds the King's Rock

Pokémon Diamond — Link trade Poliwhirl while it holds the King's Rock

Pokémon Pearl — Link trade Poliwhirl while it holds the King's Rock

Pokémon Platinum — Link trade Poliwhirl while it holds the King's Rock

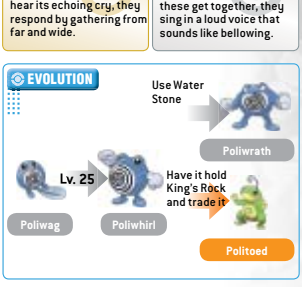
Pokémon HeartGold

If POLIWAG and POLIWHIRL hear its echoing cry, they respond by gathering from far and wide.

Pokémon SoulSilver

Whenever three or more of these get together, they sing in a loud voice that sounds like bellowing.

EVOLUTION



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No. 187 Hoppip

Cottonweed Pokémon

Grass / Flying



● HEIGHT: 1'04"
● WEIGHT: 1.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Chlorophyll
● Leaf Guard

EGG GROUPS

Fairy

Grass

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE

SPEED ★★★☆☆
POWER ★☆
SKILL ★

STAMINA ★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 32 (morning and afternoon only)

Pokémon SoulSilver — Route 32 (morning and afternoon only)

Pokémon Diamond — Route 205, Floaroma Town side (use Poké Radar)

Pokémon Pearl — Route 205, Floaroma Town side (use Poké Radar)

Pokémon Platinum — Route 205, Floaroma Town side (use Poké Radar)

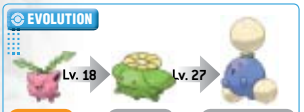
Pokémon HeartGold

To keep from being blown away by the wind, they gather in clusters. But they do enjoy gentle breezes.

Pokémon SoulSilver

Its body is so light, it must grip the ground firmly with its feet to keep from being blown away.

EVOLUTION



Hoppip → Skiploom → Jumpluff

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
19	Bullet Seed	Grass	Physical	10	100	30	Normal	—
22	Leech Seed	Grass	Status	—	90	10	Normal	—
25	Mega Drain	Grass	Special	40	100	15	Normal	—
28	Cotton Spore	Grass	Status	—	85	40	Normal	—
31	U-turn	Bug	Physical	70	100	20	Normal	○
34	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
43	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

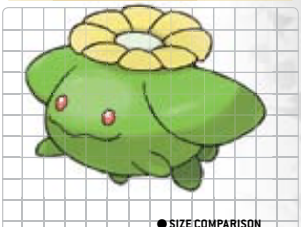
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Confusion	Psychic	Special	50	100	25	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Reflect	Psychic	Status	—	—	20	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Psych Up	Normal	Status	—	—	10	Normal	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Worry Seed	Grass	Status	—	100	10	Normal	—

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No. 188 | Cottonweed Pokémon
Skiploom

Grass | Flying



● HEIGHT: 2'00"
● WEIGHT: 2.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

ABILITIES
● Chlorophyll
● Leaf Guard

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Fairy
Grass

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★
STAMINA ★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 14 (morning and afternoon only)

Pokémon SoulSilver — Route 14 (morning and afternoon only)

Pokémon Diamond — Route 205, Eterna City side (occasionally appears when you use Poké Radar)

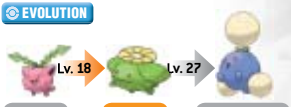
Pokémon Pearl — Fuego Ironworks (occasionally appears when you use Poké Radar)

Pokémon Platinum — Level up Hoppip to Lv. 18

Pokémon HeartGold
The bloom on top of its head opens and closes as the temperature fluctuates up and down.

Pokémon SoulSilver
It spreads its petals to absorb sunlight. It also floats in the air to get closer to the sun.

EVOLUTION



Hoppip → Skiploom → Jumpluff

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No. 189 | Cottonweed Pokémon
Jumpluff

Grass | Flying



● HEIGHT: 2'07"
● WEIGHT: 6.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll
● Leaf Guard

EGG GROUPS
Fairy
Grass

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆☆
SKILL ★★
STAMINA ★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Skiploom to Lv. 27

Pokémon SoulSilver Level up Skiploom to Lv. 27

Pokémon Diamond Level up Skiploom to Lv. 27

Pokémon Pearl Level up Skiploom to Lv. 27

Pokémon Platinum Level up Skiploom to Lv. 27

Pokémon HeartGold
Once it catches the wind, it deftly controls its cotton-puff spores-- it can even float around the world.

Pokémon SoulSilver
Drifts on seasonal winds and spreads its cotton-like spores all over the world to make more offspring.

EVOLUTION



Hoppip → Skiploom → Jumpluff

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 190 | Long Tail Pokémon
Aipom

Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60	—	20	2 Foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

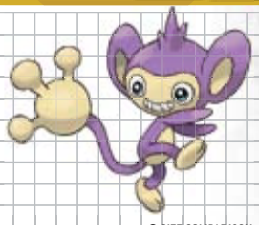
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Screech	Normal	Status	—	85	40	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Slam	Normal	Physical	80	75	20	Normal	○
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○



- HEIGHT: 2'07"
- WEIGHT: 25.4 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Shorter fur tuft on head
- FEMALE FORM: Longer fur tuft on head

ABILITIES
- Chlorophyll
- Leaf Guard

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED	★★★★	STAMINA	★★☆
POWER	★★☆	JUMP	★★★☆
SKILL	★★★★		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Azalea Town (use Headbutt)
- Pokémon SoulSilver: Azalea Town (use Headbutt)
- Pokémon Diamond: Spread Honey on a sweet-smelling tree
- Pokémon Pearl: Spread Honey on a sweet-smelling tree
- Pokémon Platinum: Spread Honey on a sweet-smelling tree

Pokémon HeartGold

Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air.

Pokémon SoulSilver

It lives atop tall trees. When leaping from branch to branch, it deftly uses its tail for balance.

EVOLUTION



Aipom

Level it up to Lv. 32 and teach it Double Hit. Or, level it up once it knows Double Hit.



Ambipom

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No. 191 | Seed Pokémon
Sunkern

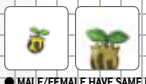
Grass



● HEIGHT: 1'00"
● WEIGHT: 4.0 lbs.
● ITEMS: Coba Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Chlorophyll
- Solar Power

EGG GROUPS
Grass

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE

SPEED	★★★☆☆	STAMINA	★☆☆☆☆
POWER	★☆☆☆☆	JUMP	★★☆☆☆
SKILL	★☆☆☆☆		

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — National Park (afternoon only)
- Pokémon SoulSilver — National Park (afternoon only)
- Pokémon Diamond — Route 204, Floaroma Town side (use Poké Radar)
- Pokémon Pearl — Route 204, Floaroma Town side (use Poké Radar)
- Pokémon Platinum — Route 204 (use Poké Radar)

Pokémon HeartGold
It may plummet from the sky. If attacked by a SPEAROW, it will violently shake its leaves.

Pokémon SoulSilver
It lives by drinking only dewdrops from under the leaves of plants. It is said that it eats nothing else.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Endeavor	Normal	Physical	—	100	5	Normal	○
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Sunny Day	Fire	Status	—	—	5	All	—
41	Giga Drain	Grass	Special	60	100	10	Normal	—
45	Seed Bomb	Grass	Physical	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

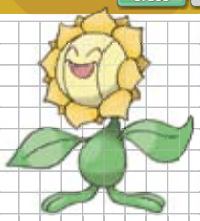
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
GrassWhistle	Grass	Status	—	55	15	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Curse	???	Status	—	—	10	Normal/Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Ingrain	Grass	Status	—	—	20	Self	—
Sweet Scent	Normal	Status	—	100	20	2 Foes	—

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No. 192 Sun Pokémon
Sunflora

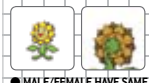
Grass



● HEIGHT: 2'07"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Bullet Seed	Grass	Physical	10	100	30	Normal	—
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
33	Petal Dance	Grass	Special	90	100	20	1 Random	○
37	Sunny Day	Fire	Status	—	—	5	All	—
41	SolarBeam	Grass	Special	120	100	10	Normal	—
43	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

ABILITIES

● Chlorophyll
● Solar Power

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●

EGG GROUPS

Grass

PERFORMANCE

SPEED ★★
POWER ★★★☆☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Sun Stone on Sunkern

Pokémon SoulSilver — Use Sun Stone on Sunkern

Pokémon Diamond — Use Sun Stone on Sunkern

Pokémon Pearl — Use Sun Stone on Sunkern

Pokémon Platinum — Use Sun Stone on Sunkern

Pokémon HeartGold

It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still.

Pokémon SoulSilver

In the daytime, it rushes about in a hectic manner, but it comes to a complete stop when the sun sets.

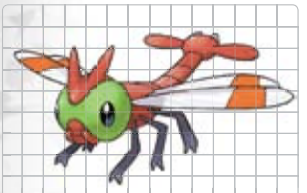
EVOLUTION



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No. 193 | Clear Wing Pokémon
Yanma

Bug | Flying



● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 83.8 lbs.
● ITEMS: Wide Lens



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Speed Boost
● Compoundeyes

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★
SKILL ★
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 35

Pokémon SoulSilver — Route 35

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Platinum — Pastoria Great Marsh

Pokémon HeartGold
If it flaps its wings really fast, it can generate shock waves that will shatter windows in the area.

Pokémon SoulSilver
Its large eyes can scan 360 degrees. It looks in all directions to seek out insects as its prey.

EVOLUTION



Yanma

Level it up to Lv. 33 and teach it AncientPower Or, level it up once it knows AncientPower.



Yanmega

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Bullet Seed	Grass	Physical	10	100	30	Normal	—
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
33	Petal Dance	Grass	Special	90	100	20	1 Random	○
37	Sunny Day	Fire	Status	—	—	5	All	—
41	SolarBeam	Grass	Special	120	100	10	Normal	—
43	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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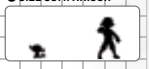
No. 194 | Water Fish Pokémon
Wooper

Water | Ground



- HEIGHT: 1'04"
- WEIGHT: 12.8 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Larger gills on head

● FEMALE FORM
Smaller gills on head

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
23	Amnesia	Psychic	Status	—	—	20	Self	—
29	Yawn	Normal	Status	—	—	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
37	Rain Dance	Water	Status	—	—	5	All	—
43	Mist	Ice	Status	—	—	30	2 Allies	—
43	Haze	Ice	Status	—	—	30	All	—
47	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Curse	???	Status	—	—	10	Normal/Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Encore	Normal	Status	—	100	5	Normal	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
Recover	Normal	Status	—	—	10	Self	—

ABILITIES
- Damp
- Water Absorb

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS
Water 1
Field

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 32 (night only)
- Pokémon SoulSilver — Route 32 (night only)
- Pokémon Diamond — Pastoria Great Marsh
- Pokémon Pearl — Pastoria Great Marsh
- Pokémon Platinum — Pastoria Great Marsh

Pokémon HeartGold
This Pokémon lives in cold water. It will leave the water to search for food when it gets cold outside.

Pokémon SoulSilver
When it walks around on the ground, it coats its body with a slimy, poisonous film.

EVOLUTION



Wooper → Quagsire

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No. 195 | Water Fish Pokémon
Quagsire

Water | Ground



- HEIGHT: 4'07"
- WEIGHT: 165.3 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger fin on back



● FEMALE FORM
Smaller fin on back

ABILITIES
- Damp
- Water Absorb

EGG GROUPS
Water 1
Field

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 27 (night only)

Pokémon SoulSilver — Route 27 (night only)

Pokémon Diamond — Pastoria Great Marsh

Pokémon Pearl — Pastoria Great Marsh

Pokémon Platinum — Pastoria Great Marsh

Pokémon HeartGold
This carefree Pokémon has an easy-going nature. While swimming, it always bumps into boat hulls.

Pokémon SoulSilver
Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Mud Sport	Ground	Status	—	—	15	All	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
24	Amnesia	Psychic	Status	—	—	20	Self	—
31	Yawn	Normal	Status	—	—	10	Normal	—
36	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
41	Rain Dance	Water	Status	—	—	5	All	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
48	Haze	Ice	Status	—	—	30	All	—
53	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Swift	Normal	Special	60	—	20	2 Foes	—
36	Psybeam	Psychic	Special	65	100	20	Normal	—
43	Future Sight	Psychic	Special	80	90	15	Normal	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—
64	Psychic	Psychic	Special	90	100	10	Normal	—
71	Morning Sun	Normal	Status	—	—	5	Self	—
78	Power Swap	Psychic	Status	—	—	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

Pokémon Moves

No. 196 | Sun Pokémon

Espeon

Psychic



- HEIGHT: 2'11"
- WEIGHT: 58.4 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

- Synchronize

EGG GROUPS

Field

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★
POWER	★★★☆
SKILL	★★★★★
STAMINA	★★
JUMP	★★★☆

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold**: Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
- **Pokémon SoulSilver**: Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
- **Pokémon Diamond**: Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
- **Pokémon Pearl**: Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
- **Pokémon Platinum**: Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold

It uses the fine hair that covers its body to sense air currents and predict its enemy's actions.

Pokémon SoulSilver

By reading air currents, it can predict things such as the weather or its foe's next move.

EVOLUTION

- Eevee
  - Vaporeon — Use Water Stone on Eevee
  - Jolteon — Use Thunderstone on Eevee
  - Flareon — Use Fire Stone on Eevee
  - Espeon — Level up Eevee with high friendship in the morning or afternoon
  - Umbreon — Level up Eevee with high friendship at night
  - Leafeon — Level up Eevee in Eterna Forest*
  - Glaceon — Level up Eevee on Route 217*

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No. 197 | Moonlight Pokémon

Umbreon

Dark



● HEIGHT: 3'03"
● WEIGHT: 59.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Synchronize

EGG GROUPS

Field

STATS

HP ●●●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE

SPEED ★★☆
POWER ★★★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

Pokémon SoulSilver — Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

Pokémon Diamond — Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

Pokémon Pearl — Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

Pokémon Platinum — Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

Pokémon HeartGold

When agitated, this Pokémon protects itself by spraying poisonous sweat from its pores.

Pokémon SoulSilver

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby.

EVOLUTION

Eevee

Vaporeon — Use Water Stone on Eevee

Jolteon — Use Thunderstone on Eevee

Flareon — Use Fire Stone on Eevee

Espeon — Level up Eevee with high friendship in the morning or afternoon

Umbreon — Level up Eevee with high friendship at night

Leafeon — Level up Eevee in Eterna Forest*

Glaceon — Level up Eevee on Route 217*

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Confuse Ray	Ghost	Status	—	100	10	Normal	—
36	Faint Attack	Dark	Physical	60	—	20	Normal	○
43	Assurance	Dark	Physical	50	100	10	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mean Look	Normal	Status	—	—	5	Normal	—
64	Screech	Normal	Status	—	85	40	Normal	—
71	Moonlight	Normal	Status	—	—	5	Self	—
78	Guard Swap	Psychic	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

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● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Perish Song	Normal	Status	—	—	5	All	—
27	Swagger	Normal	Status	—	90	15	Normal	—
37	Bounce	Flying	Physical	85	85	5	Normal	○
48	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

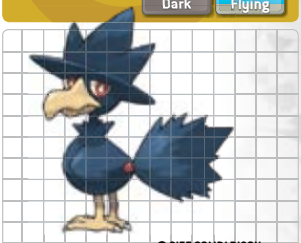
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

Pokémon Moves

No. 198 | Darkness Pokémon

Murkrow

Dark | Flying



● HEIGHT: 1'08"
● WEIGHT: 4.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Larger feather crest

● FEMALE FORM
Smaller feather crest

ABILITIES

● Insomnia
● Super Luck

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Flying

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area)

Pokémon SoulSilver — Safari Zone (Swamp Area)

Pokémon Diamond — Eterna Forest (night only)

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

Feared and loathed by many, it is believed to bring misfortune to all those who see it at night.

Pokémon SoulSilver

It is said that when chased, it lures its attacker onto dark mountain trails where the foe will get lost.

EVOLUTION



Murkrow → Honchkrow

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No. 199 | Royal Pokémon
Slowking

Water | Psychic



● HEIGHT: 6'07"
● WEIGHT: 175.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Oblivious
● Own Tempo

EGG GROUPS
Monster
Water 1

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Slowpoke while it holds the King's Rock

Pokémon SoulSilver — Link trade Slowpoke while it holds the King's Rock

Pokémon Diamond — —

Pokémon Pearl — Link trade Slowpoke while it holds the King's Rock

Pokémon Platinum — Link trade Slowpoke while it holds the King's Rock

Pokémon HeartGold

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

Pokémon SoulSilver

When its head was bitten, toxins entered SLOWPOKE's head and unlocked an extraordinary power.

EVOLUTION


Slowpoke

Lv. 37


Slowbro

Have it hold King's Rock and trade it


Slowking

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Gem	Rock	Special	70	100	20	Normal	—
1	Hidden Power	Normal	Special	—	100	15	Normal	—
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Swagger	Normal	Status	—	90	15	Normal	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Trump Card	Normal	Special	—	—	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 200 | Screech Pokémon
Misdreavus

Ghost



● HEIGHT: 2'04"
● WEIGHT: 2.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
10	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Mean Look	Normal	Status	—	—	5	Normal	—
23	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Pain Split	Normal	Status	—	—	20	Normal	—
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Shadow Ball	Ghost	Special	80	100	15	Normal	—
41	Perish Song	Normal	Status	—	—	5	All	—
46	Grudge	Ghost	Status	—	—	5	Self	—
50	Power Gem	Rock	Special	70	100	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Imprison	Psychic	Status	—	—	10	Self	—
Memento	Dark	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

● ABILITIES

● Levitate

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

● EGG GROUPS

Amorphous

● PERFORMANCE

SPEED ★★★☆
POWER ★☆
SKILL ★★★
STAMINA ★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Mt. Silver Cave interior (night only)

Pokémon SoulSilver — Mt. Silver Cave interior (night only)

Pokémon Diamond — —

Pokémon Pearl — Eterna Forest (night only)

Pokémon Platinum — —

Pokémon HeartGold

It likes playing mischievous tricks, such as screaming and wailing to startle people at night.

Pokémon SoulSilver

It loves to bite and yank people's hair from behind without warning, just to see their shocked reactions.

● EVOLUTION



Misdreavus

Use Dusk Stone



Mismagius

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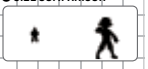
No. 201 | Symbol Pokémon
Unown

Psychic



● HEIGHT: 1'08"
● WEIGHT: 11.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Levitate

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★☆☆
POWER ★★☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ruins of Alph
Pokémon SoulSilver	Ruins of Alph
Pokémon Diamond	Solaceon Ruins
Pokémon Pearl	Solaceon Ruins
Pokémon Platinum	Solaceon Ruins

Pokémon HeartGold
Their shapes look like hieroglyphs on ancient tablets. It is said that the two are somehow related.

Pokémon SoulSilver
Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hidden Power	Normal	Special	—	100	15	Normal	—

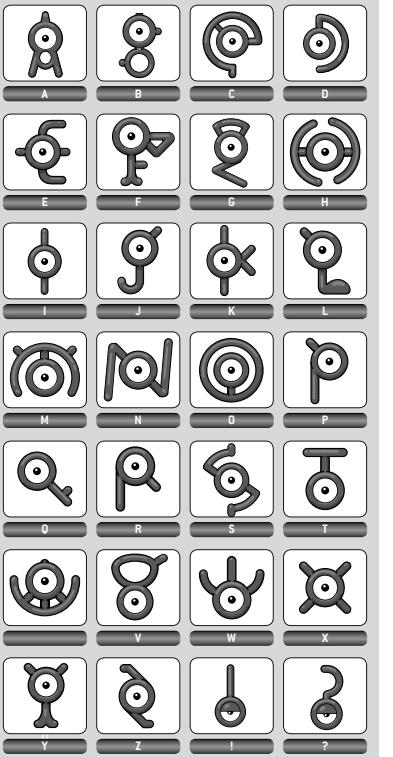
● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● UNOWN CHART



*The maximum Skill Performance for Unown ! and ? is 1 star higher

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● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Counter	Fighting	Physical	—	100	20	Self	○
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Safeguard	Normal	Status	—	—	25	2 Allies	—
1	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 202 | Patient Pokémon
Wobbuffet

Psychic



● HEIGHT: 4'03"
● WEIGHT: 62.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Blue lips

● FEMALE FORM
Red lips

ABILITIES
● Shadow Tag

STATS
HP ●●●●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Amorphous

PERFORMANCE
SPEED ★☆
POWER ★★★☆
SKILL ★★★☆☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Dark Cave, Blackthorn City side
- Pokémon SoulSilver — Dark Cave, Blackthorn City side
- Pokémon Diamond — Lake Valor (use Poké Radar)
- Pokémon Pearl — Lake Valor (use Poké Radar)
- Pokémon Platinum — Lake Valor (use Poké Radar)

Pokémon HeartGold
It hates light and shock. If attacked, it inflates its body to build up its counterstrike.

Pokémon SoulSilver
To keep its pitch-black tail hidden, it lives quietly in the darkness. It is never first to attack.

EVOLUTION

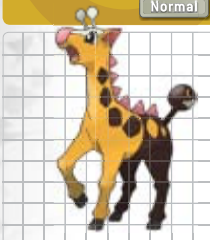


Wynaut — Lv. 15 — Wobbuffet

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No. 203 | Long Neck Pokémon
Girafarig

Normal | Psychic



● HEIGHT: 4'11"
● WEIGHT: 91.5 lbs.
● ITEMS: Persim Berry

● SIZE COMPARISON





● MALE FORM
Larger dark section



● FEMALE FORM
Smaller dark section

ABILITIES
● Inner Focus
● Early Bird

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 43

Pokémon SoulSilver — Route 43

Pokémon Diamond — Valor Lakefront

Pokémon Pearl — Valor Lakefront

Pokémon Platinum — Valor Lakefront

Pokémon HeartGold
Its tail has a small brain of its own. Beware! If you get close, it may react to your scent by biting.

Pokémon SoulSilver
Its tail, which also contains a small brain, may bite on its own if it notices an alluring smell.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
5	Odor Sleuth	Normal	Status	—	—	40	Normal	—
10	Stomp	Normal	Physical	65	100	20	Normal	○
14	Agility	Psychic	Status	—	—	30	Self	—
19	Psybeam	Psychic	Special	65	100	20	Normal	—
23	Baton Pass	Normal	Status	—	—	40	Self	—
28	Assurance	Dark	Physical	50	100	10	Normal	○
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Psychic	Psychic	Special	90	100	10	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status	—	—	20	Self	—
Foresight	Normal	Status	—	—	40	Normal	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
Mirror Coat	Psychic	Special	—	100	20	Self	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—

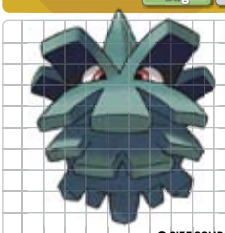
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Pokémon Moves

No. 204 | Bagworm Pokémon

Pineco

Bug



● HEIGHT: 2'00"
● WEIGHT: 15.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
6	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
39	Iron Defense	Steel	Status	—	—	15	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
45	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Reflect	Psychic	Status	—	—	20	2 Allies	—
Pin Missile	Bug	Physical	14	85	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Power Trick	Psychic	Status	—	—	10	Self	—

ABILITIES

● Sturdy

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

Bug

PERFORMANCE

SPEED ★★☆
POWER ★★☆☆☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — New Bark Town (use Headbutt)

Pokémon SoulSilver — New Bark Town (use Headbutt)

Pokémon Diamond — Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.

Pokémon SoulSilver

It hangs and waits for flying insect prey to come near. It does not move about much on its own.

EVOLUTION

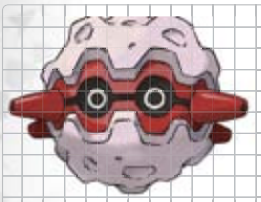


Pineco → Forretress

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No. 205 | Bagworm Pokémon
Forretress

Bug | Steel



● HEIGHT: 3'11"
● WEIGHT: 277.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sturdy

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★☆
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Pineco to Lv. 31

Pokémon SoulSilver — Level up Pineco to Lv. 31

Pokémon Diamond — Level up Pineco to Lv. 31

Pokémon Pearl — Level up Pineco to Lv. 31

Pokémon Platinum — Level up Pineco to Lv. 31

Pokémon HeartGold
Its entire body is shielded by a steel-hard shell. What lurks inside this shell is a total mystery.

Pokémon SoulSilver
It remains immovably rooted to its tree. It scatters pieces of its hard shell to drive its enemies away.

EVOLUTION



Pineco → Forretress

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
1	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
6	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Mirror Shot	Steel	Special	65	85	10	Normal	—
33	Payback	Dark	Physical	50	100	10	Normal	○
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
45	Iron Defense	Steel	Status	—	—	15	Self	—
50	Gyro Ball	Steel	Physical	—	100	5	Normal	○
55	Double-Edge	Normal	Physical	120	100	15	Normal	○
62	Magnet Rise	Electric	Status	—	—	10	Self	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 206 | Land Snake Pokémon
Dunsparce

Normal



- HEIGHT: 4'11"
- WEIGHT: 30.9 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Yawn	Normal	Status	—	—	10	Normal	—
13	Glare	Normal	Status	—	75	30	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Spite	Ghost	Status	—	100	10	Normal	—
25	Pursuit	Dark	Physical	40	100	20	Normal	○
29	Screech	Normal	Status	—	85	40	Normal	—
33	Roost	Flying	Status	—	—	10	Self	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	AncientPower	Rock	Special	60	100	5	Normal	—
45	Dig	Ground	Physical	80	100	10	Normal	○
49	Endeavor	Normal	Physical	—	100	5	Normal	○
53	Flail	Normal	Physical	—	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bide	Normal	Physical	—	—	10	Self	○
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Bite	Dark	Physical	60	100	25	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Astonish	Ghost	Physical	30	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Trump Card	Normal	Special	—	—	5	Normal	○
Magic Coat	Psychic	Status	—	—	15	Self	—
Snore	Normal	Special	40	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—

ABILITIES

- Serene Grace
- Run Away

STATS

HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★☆
POWER ★★★☆
SKILL ★☆
STAMINA ★★★☆
JUMP ★★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Dark Cave, Violet City side
- Pokémon SoulSilver — Dark Cave, Violet City side
- Pokémon Diamond — Route 208 (mass outbreak)
- Pokémon Pearl — Route 208 (mass outbreak)
- Pokémon Platinum — Route 208 (mass outbreak)

Pokémon HeartGold
When spotted, this Pokémon escapes backward by furiously boring into the ground with its tail.

Pokémon SoulSilver
If spotted, it escapes by burrowing with its tail. It can float just slightly using its wings.

EVOLUTION

Does not evolve

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No. 207 | Flyscorpion Pokémon
Gligar

Ground | Flying



● HEIGHT: 3'07"
● WEIGHT: 142.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger tail stinger

● FEMALE FORM
Smaller tail stinger

ABILITIES
● Hyper Cutter
● Sand Veil

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 45

Pokémon SoulSilver — —

Pokémon Diamond — Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 206

Pokémon HeartGold
It flies straight at its target's face, then clamps down on the startled victim to inject poison.

Pokémon SoulSilver
It usually clings to cliffs. When it spots its prey, it spreads its wings and glides down to attack.

EVOLUTION



Wooper

Have it hold Razor Fang and then level up between 8:00 P.M. and 4:00 A.M.



Quagsire

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
12	Knock Off	Dark	Physical	20	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60	—	20	Normal	○
27	Screech	Normal	Status	—	85	40	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
34	Swords Dance	Normal	Status	—	—	30	Self	—
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	○
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Metal Claw	Steel	Physical	50	95	35	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Baton Pass	Normal	Status	—	—	40	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—

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No. 208 | Iron Snake Pokémon
Steelix

Steel | Ground

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	DragonBreath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○
49	Double-Edge	Normal	Physical	120	100	15	Normal	○
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVE MANIAC

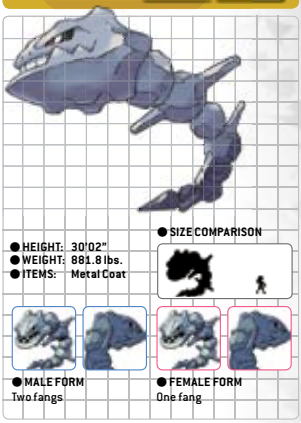
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 30'02"
- WEIGHT: 881.8 lbs.
- ITEMS: Metal Coat

SIZE COMPARISON

- MALE FORM
Two fangs

- FEMALE FORM
One fang

ABILITIES
- Rock Head
- Sturdy

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●

EGG GROUPS
Mineral

PERFORMANCE

SPEED	★☆
POWER	★★★★★
SKILL	★★
STAMINA	★★★★★
JUMP	★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Cliff Cave
- Pokémon SoulSilver — Cliff Cave
- Pokémon Diamond — Iron Island B3F 1
- Pokémon Pearl — Iron Island B3F 1
- Pokémon Platinum — Iron Island B3F 1

Pokémon HeartGold
Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

Pokémon SoulSilver
It's said that if an ONIX lives for 100 years, its composition becomes diamondlike as it evolves into a STEELIX.

EVOLUTION



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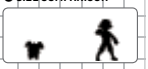
No. 209 | Fairy Pokémon
Snubbull

Normal



- HEIGHT: 2'00"
- WEIGHT: 17.2 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Intimidate
- Run Away

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field

Fairy

PERFORMANCE

SPEED ★★★
POWER ★★★☆☆
SKILL ★★★★
STAMINA ★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 209 (mass outbreak)
Pokémon Pearl	Route 209 (mass outbreak)
Pokémon Platinum	Route 209 (mass outbreak)

Pokémon HeartGold

Although it looks frightening, it is actually kind and affectionate. It is very popular among women.

Pokémon SoulSilver

It has an active, playful nature. Many women like to frolic with it because of its affectionate ways.

EVOLUTION



Snubbull

Lv. 23



Granbull

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
25	Roar	Normal	Status	—	100	20	Normal	—
31	Rage	Normal	Physical	20	100	20	Normal	○
37	Take Down	Normal	Physical	90	85	20	Normal	○
43	Payback	Dark	Physical	50	100	10	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Metronome	Normal	Status	—	—	10	Depends	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Reflect	Psychic	Status	—	—	20	2 Allies	—
Present	Normal	Physical	—	90	15	Normal	—
Crunch	Dark	Physical	80	100	15	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Snore	Normal	Special	40	100	15	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○

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No. 210 Fairy Pokémon Granbull

Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
27	Roar	Normal	Status	—	100	20	Normal	—
35	Rage	Normal	Physical	20	100	20	Normal	○
43	Take Down	Normal	Physical	90	85	20	Normal	○
51	Payback	Dark	Physical	50	100	10	Normal	○
59	Crunch	Dark	Physical	80	100	15	Normal	○

MOVE MANIAC

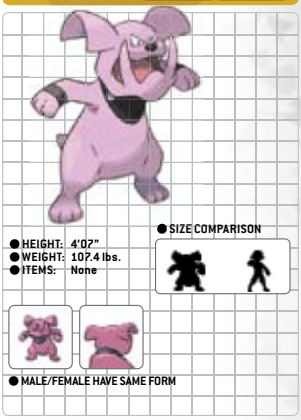
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 4'07"
- WEIGHT: 107.4 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES

- Intimidate
- Quick Feet

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS

Field

Fairy

PERFORMANCE

SPEED	★★	STAMINA	★★★
POWER	★★★★☆	JUMP	★★
SKILL	★★★★		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Snubbull to Lv. 23
- Pokémon SoulSilver — Level up Snubbull to Lv. 23
- Pokémon Diamond — Level up Snubbull to Lv. 23
- Pokémon Pearl — Level up Snubbull to Lv. 23
- Pokémon Platinum — Level up Snubbull to Lv. 23

Pokémon HeartGold

It is actually timid and easily spooked. If attacked, it flails about to fend off its attacker.

Pokémon SoulSilver

Because its fangs are too heavy, it always keeps its head tilted down. However, its bite is powerful.

EVOLUTION



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No. 211 Qwilfish

Balloon Pokémon

Water | Poison



● HEIGHT: 1'08"
● WEIGHT: 8.6 lbs.
● ITEMS: Poison Barb

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Poison Point
● Swift Swim

EGG GROUPS

Water 2

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 32 (Good Rod/ Super Rod)
Pokémon SoulSilver	Route 32 (Good Rod/ Super Rod)
Pokémon Diamond	Iron Island exterior (Super Rod)
Pokémon Pearl	Iron Island exterior (Super Rod)
Pokémon Platinum	Iron Island exterior (Super Rod)

Pokémon HeartGold

To fire its poison spikes, it must inflate its body by drinking over 2.6 gallons of water all at once.

Pokémon SoulSilver

The small spikes covering its body developed from scales. They inject a toxin that causes fainting.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Spikes	Ground	Status	—	—	20	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
9	Minimize	Normal	Status	—	—	20	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
29	Revenge	Fighting	Physical	60	100	10	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Pin Missile	Bug	Physical	14	85	20	Normal	—
41	Take Down	Normal	Physical	90	85	20	Normal	○
45	Aqua Tail	Water	Physical	90	90	10	Normal	○
49	Poison Jab	Poison	Physical	80	100	20	Normal	○
53	Destiny Bond	Ghost	Status	—	—	5	Self	—
57	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

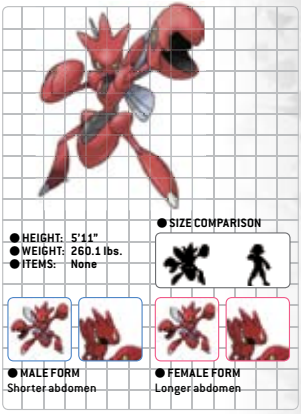
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Haze	Ice	Status	—	—	30	All	—
BubbleBeam	Water	Special	65	100	20	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Poison Jab	Poison	Physical	80	100	20	Normal	○
Aqua Jet	Water	Physical	40	100	20	Normal	○

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No. 212 | Pincer Pokémon
Scizor

Bug | Steel



- HEIGHT: 5'11"
- WEIGHT: 260.1 lbs.
- ITEMS: None

SIZE COMPARISON

- MALE FORM: Shorter abdomen
- FEMALE FORM: Longer abdomen

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bullet Punch	Steel	Physical	40	100	30	Normal	○
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status	—	—	30	Self	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	2 Foes	—
37	Iron Defense	Steel	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

- Swarm
- Technician

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Bug

PERFORMANCE

SPEED	★★	STAMINA	★★★★☆
POWER	★★★★☆	JUMP	★★☆
SKILL	★★☆☆☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Scyther while it holds the Metal Coat

Pokémon SoulSilver — Link trade Scyther while it holds the Metal Coat

Pokémon Diamond — Link trade Scyther while it holds the Metal Coat

Pokémon Pearl — —

Pokémon Platinum — Link trade Scyther while it holds the Metal Coat

Pokémon HeartGold

It swings its eye-patterned pincers up to scare its foes. This makes it look like it has three heads.

Pokémon SoulSilver

Its wings are not used for flying. They are flapped at high speed to adjust its body temperature.

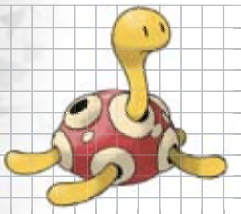
EVOLUTION



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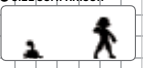
No. 213 | Mold Pokémon
Shuckle

Bug | Rock



● HEIGHT: 2'00"
● WEIGHT: 45.2 lbs.
● ITEMS: Berry Juice

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sturdy
● Gluttony

EGG GROUPS
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●●●●●●
SP. ATTACK ●
SP. DEFENSE ●●●●●●
SPEED ●

PERFORMANCE
SPEED ★☆
POWER ★☆☆☆
SKILL ★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Cianwood City (use Rock Smash)

Pokémon SoulSilver — Cianwood City (use Rock Smash)

Pokémon Diamond — Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
The berries it stores in its vase-like shell decompose and become a gooey liquid.

Pokémon SoulSilver
It stores berries inside its shell. To avoid attacks, it hides beneath rocks and remains completely still.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Withdraw	Water	Status	—	—	40	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Bide	Normal	Physical	—	—	10	Self	○
9	Encore	Normal	Status	—	100	5	Normal	—
14	Safeguard	Normal	Status	—	—	25	2 Allies	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
27	Rest	Psychic	Status	—	—	10	Self	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
40	Bug Bite	Bug	Physical	60	100	20	Normal	○
48	Power Trick	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Acupressure	Normal	Status	—	—	30	1 Ally	—
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

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No. 214 | Single Horn Pokémon
Heracross

Bug | Fighting



● HEIGHT: 4'11"
● WEIGHT: 119.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Pointed horn

● FEMALE FORM
Rounded horn

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Endure	Normal	Status	—	—	10	Self	—
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Aerial Ace	Flying	Physical	60	—	20	Normal	○
19	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Counter	Fighting	Physical	—	100	20	Self	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical	—	100	15	Normal	○
49	Feint	Normal	Physical	50	100	10	Normal	—
55	Megahorn	Bug	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Harden	Normal	Status	—	—	30	Self	—
Bide	Normal	Physical	—	—	10	Self	○
Flail	Normal	Physical	—	100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Revenge	Fighting	Physical	60	100	10	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○

ABILITIES
● Swarm
● Guts

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Azalea Town (use Headbutt)

Pokémon SoulSilver — Azalea Town (use Headbutt)

Pokémon Diamond — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon Pearl — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon Platinum — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon HeartGold
This powerful Pokémon thrusts its prized horn under its enemies' bellies, then lifts and throws them.

Pokémon SoulSilver
It is usually docile, but if it is disturbed while sipping honey, it chases off the intruder with its horn.

EVOLUTION
Does not evolve

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No. 215 | Sharp Claw Pokémon
Sneasel

Dark | Ice



- HEIGHT: 2'11"
- WEIGHT: 61.7 lbs.
- ITEMS: Grip Claw, Quick Claw

● SIZE COMPARISON





● MALE FORM
Larger ear



● FEMALE FORM
Smaller ear

ABILITIES
- Inner Focus
- Keen Eye

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★★★☆
STAMINA ★
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Mt. Silver Cave interior

Pokémon SoulSilver — Mt. Silver Cave interior

Pokémon Diamond — Route 216

Pokémon Pearl — Route 216

Pokémon Platinum — Route 216

Pokémon HeartGold

Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

Pokémon SoulSilver

Vicious in nature, it drives PIDGEY from their nests and scavenges any leftovers it can find.

EVOLUTION



Sneasel

Have it hold Razor Claw and then level up between 8:00 P.M. and 4:00 A.M.



Weavile

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Taunt	Dark	Status	—	100	20	Normal	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status	—	85	40	Normal	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Agility	Psychic	Status	—	—	30	Self	—
28	Icy Wind	Ice	Special	55	95	15	2 Foes	—
35	Slash	Normal	Physical	70	100	20	Normal	○
38	Beat Up	Dark	Physical	10	100	10	Normal	—
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Ice Shard	Ice	Physical	40	100	30	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Spite	Ghost	Status	—	100	10	Normal	—
Foresight	Normal	Status	—	—	40	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Bite	Dark	Physical	60	100	25	Normal	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Assist	Normal	Status	—	—	20	Depends	—

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No. 216 | Little Bear Pokémon
Teddiursa

Normal



● HEIGHT: 2'00"
● WEIGHT: 19.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
36	Charm	Normal	Status	—	100	20	Normal	—
43	Rest	Psychic	Status	—	—	10	Self	—
43	Snore	Normal	Special	40	100	15	Normal	—
50	Thrash	Normal	Physical	90	100	20	1 Random	○
57	Fling	Dark	Physical	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Take Down	Normal	Physical	90	85	20	Normal	○
Seismic Toss	Fighting	Physical	—	100	20	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Fake Tears	Dark	Status	—	100	20	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Belly Drum	Normal	Status	—	—	10	Self	—

● ABILITIES

● Pickup
● Quick Feet

● EGG GROUPS

Field

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

● PERFORMANCE

SPEED ★★★
POWER ★★★
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 45

Pokémon Diamond Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
If it finds honey, its crescent mark glows. It always licks its paws because they're soaked with honey.

Pokémon SoulSilver
Before food becomes scarce in wintertime, its habit is to hoard food in many hidden locations.

● EVOLUTION



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No. 217 Ursaring

Hibernator Pokémon

Normal



● HEIGHT: 5'11"
● WEIGHT: 277.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter fur on shoulders

● FEMALE FORM
Longer fur on shoulders

ABILITIES

● Guts
● Quick Feet

EGG GROUPS

Field

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆

STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Victory Road

Pokémon Diamond Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Although it is a good climber, it prefers to snap trees with its forelegs and eat fallen berries.

Pokémon SoulSilver
With its ability to distinguish any aroma, it unfailingly finds all food buried deep underground.

EVOLUTION



Teddiursa → Ursaring

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
38	Scary Face	Normal	Status	—	90	10	Normal	—
47	Rest	Psychic	Status	—	—	10	Self	—
49	Snore	Normal	Special	40	100	15	Normal	—
58	Thrash	Normal	Physical	90	100	20	1 Random	○
67	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

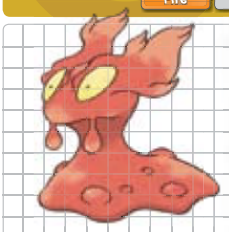
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 218 | Lava Pokémon
Slugma

Fire



● HEIGHT: 2'04"
● WEIGHT: 77.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
38	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
41	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
46	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Flamethrower	Fire	Special	95	100	15	Normal	—
56	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Acid Armor	Poison	Status	—	—	40	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Curse	???	Status	—	—	10	Normal/Self	—
SmokeScreen	Normal	Status	—	100	20	Normal	—
Memento	Dark	Status	—	100	10	Normal	—
Stockpile	Normal	Status	—	—	20	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Swallow	Normal	Status	—	—	10	Self	—

ABILITIES
● Magma Armor
● Flame Body

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●

EGG GROUPS
Amorphous

PERFORMANCE
SPEED ★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 17
Pokémon SoulSilver	Route 17
Pokémon Diamond	Stark Mountain interior 1
Pokémon Pearl	Stark Mountain interior 1
Pokémon Platinum	Stark Mountain interior 1

Pokémon HeartGold
It never sleeps. It has to keep moving because if it stopped, its magma body would cool and harden.

Pokémon SoulSilver
A common sight in volcanic areas, it slowly slithers around in a constant search for warm places.

EVOLUTION



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No. 219 | Lava Pokémon
Magcargo

Fire | Rock



● HEIGHT: 2'02"
● WEIGHT: 121.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Magma Armor
● Flame Body

EGG GROUPS
Amorphous

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★
POWER ★★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Slugma to Lv. 38

Pokémon SoulSilver — Level up Slugma to Lv. 38

Pokémon Diamond — Stark Mountain interior 1

Pokémon Pearl — Stark Mountain interior 1

Pokémon Platinum — Stark Mountain interior 1

Pokémon HeartGold
The shell on its back is just skin that has cooled and hardened. It breaks easily with a slight touch.

Pokémon SoulSilver
Its brittle shell occasionally spouts intense flames that circulate throughout its body.

EVOLUTION



Slugma → Magcargo

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
40	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
45	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
52	Body Slam	Normal	Physical	85	100	15	Normal	○
61	Flamethrower	Fire	Special	95	100	15	Normal	—
66	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

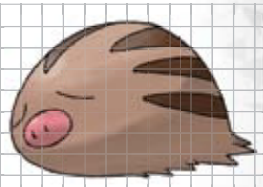
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 220 | Pig Pokémon
Swinub

Ice | Ground



- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	2 Foes	—
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Take Down	Normal	Physical	90	85	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
40	Mist	Ice	Status	—	—	30	2 Allies	—
44	Blizzard	Ice	Special	120	70	5	2 Foes	—
49	Amnesia	Psychic	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
AncientPower	Rock	Special	60	100	5	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Fissure	Ground	Physical	—	30	5	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—

ABILITIES

- Oblivious
- Snow Cloak

STATS

HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★
POWER ★★☆☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Ice Path
- Pokémon SoulSilver — Ice Path
- Pokémon Diamond — Route 217 (mass outbreak)
- Pokémon Pearl — Route 217 (mass outbreak)
- Pokémon Platinum — Route 217

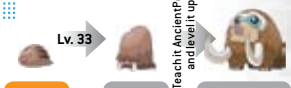
Pokémon HeartGold

It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs.

Pokémon SoulSilver

If it smells something enticing, it dashes off headlong to find the source of the aroma.

EVOLUTION



Swinub → Piloswine → Mamoswine

*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City or exchange 40 BP at the house in the Battle Frontier.

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No. 221 | Swine Pokémon
Piloswine

Ice / Ground



- HEIGHT: 3'07"
- WEIGHT: 123.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM — Longer tusks
- FEMALE FORM — Shorter tusks

ABILITIES
- Oblivious
- Snow Cloak

EGG GROUPS
Field

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●

PERFORMANCE

SPEED	★★
POWER	★★★☆
SKILL	★☆
STAMINA	★★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Level up Swinub to Lv. 33
- **Pokémon SoulSilver** — Level up Swinub to Lv. 33
- **Pokémon Diamond** — Level up Swinub to Lv. 33
- **Pokémon Pearl** — Level up Swinub to Lv. 33
- **Pokémon Platinum** — Route 217 (use Poké Radar)

Pokémon HeartGold
Because the long hair all over its body obscures its sight, it just keeps charging repeatedly.

Pokémon SoulSilver
If it charges at an enemy, the hairs on its back stand up straight. It is very sensitive to sound.

EVOLUTION

Swinub — Lv. 33 → Piloswine — (teach it AncientPower and level it up*) → Mamoswine

*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City or exchange 40 BP at the house in the Battle Frontier.

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	2 Foes	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
56	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Amnesia	Psychic	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

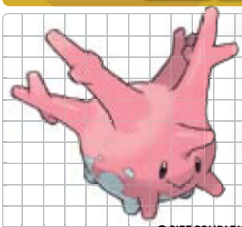
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 222 | Coral Pokémon
Corsola

Water | Rock



● HEIGHT: 2'00"
● WEIGHT: 11.0 lbs.
● ITEMS: Hard Stone

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
13	Recover	Normal	Status	—	—	10	Self	—
16	Refresh	Normal	Status	—	—	20	Self	—
20	Rock Blast	Rock	Physical	25	80	10	Normal	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
32	AncientPower	Rock	Special	60	100	5	Normal	—
37	Aqua Ring	Water	Status	—	—	20	Self	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
44	Power Gem	Rock	Special	70	100	20	Normal	—
48	Mirror Coat	Psychic	Special	—	100	20	Self	—
53	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Screech	Normal	Status	—	85	40	Normal	—
Mist	Ice	Status	—	—	30	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Barrier	Psychic	Status	—	—	30	Self	—
Ingrain	Grass	Status	—	—	20	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Aqua Ring	Water	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—

ABILITIES
● Hustle
● Natural Cure

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS
Water 1
Water 3

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 34 (Good Rod/Super Rod, morning and afternoon only)

Pokémon SoulSilver — Route 34 (Good Rod/Super Rod, morning and afternoon only)

Pokémon Diamond — Route 230 (mass outbreak)

Pokémon Pearl — Route 230 (mass outbreak)

Pokémon Platinum — Route 230 (mass outbreak)

Pokémon HeartGold
It continuously sheds and grows. The tip of its head is prized as a treasure because of its beauty.

Pokémon SoulSilver
In a south-sea nation, the people live in communities that are built on groups of these Pokémon.

EVOLUTION
Does not evolve

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No. 223 | Jet Pokémon
Remoraid

Water



● HEIGHT: 2'00"
● WEIGHT: 26.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hustle
● Sniper

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Water 2

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 44 (Good Rod/ Super Rod)
Pokémon SoulSilver	Route 44 (Good Rod/ Super Rod)
Pokémon Diamond	Route 213 (Good Rod)
Pokémon Pearl	Route 213 (Good Rod)
Pokémon Platinum	Route 213 (Good Rod)

Pokémon HeartGold
It has superb accuracy. The water it shoots out can strike moving prey from more than 300 feet away.

Pokémon SoulSilver
Using its dorsal fin as a suction pad, it clings to a MANTINE's underside to scavenge for leftovers.

EVOLUTION



Remoraid → Octillery

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Lock-On	Normal	Status	—	—	5	Normal	—
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
27	Bullet Seed	Grass	Physical	10	100	30	Normal	—
32	Water Pulse	Water	Special	60	100	20	Normal	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Ice Beam	Ice	Special	95	100	10	Normal	—
45	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

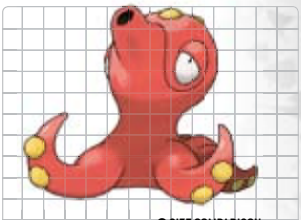
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Octazooka	Water	Special	65	85	10	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Screech	Normal	Status	—	85	40	Normal	—
Thunder Wave	Electric	Status	—	100	20	Normal	—
Rock Blast	Rock	Physical	25	80	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Water Spout	Water	Special	150	100	5	2 Foes	—

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No. 224 | Jet Pokémon
Octillery

Water



● HEIGHT: 2'11"
● WEIGHT: 62.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger suction cups

● FEMALE FORM
Smaller suction cups

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gunk Shot	Poison	Physical	120	70	5	Normal	—
1	Rock Blast	Rock	Physical	25	80	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Psybeam	Psychic	Special	65	100	20	Normal	—
1	Aurora Beam	Ice	Special	65	100	20	Normal	—
6	Constrict	Normal	Physical	10	100	35	Normal	○
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
25	Octazooka	Water	Special	65	85	10	Normal	—
29	Bullet Seed	Grass	Physical	10	100	30	Normal	—
36	Wring Out	Normal	Special	—	100	5	Normal	○
42	Signal Beam	Bug	Special	75	100	15	Normal	—
48	Ice Beam	Ice	Special	95	100	10	Normal	—
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Suction Cups
● Sniper

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS

Water 1
Water 2

PERFORMANCE

SPEED ★★
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Remoraid to Lv. 25

Pokémon SoulSilver — Level up Remoraid to Lv. 25

Pokémon Diamond — Route 213 (Super Rod)

Pokémon Pearl — Route 213 (Super Rod)

Pokémon Platinum — Route 213 (Super Rod)

Pokémon HeartGold

It traps foes with the suction cups on its tentacles, then smashes them with its rock-hard head.

Pokémon SoulSilver

It instinctively sneaks into rocky holes. If it gets sleepy, it steals the nest of a fellow OCTILLERY.

EVOLUTION



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No. 225 | Delivery Pokémon
Delibird

Ice | Flying



- HEIGHT: 2'11"
- WEIGHT: 35.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Vital Spirit
- Hustle

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Field

PERFORMANCE
SPEED ★★★
POWER ★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN
- Pokémon HeartGold — —
- Pokémon SoulSilver — Ice Path
- Pokémon Diamond — Route 216 (mass outbreak)
- Pokémon Pearl — Route 216 (mass outbreak)
- Pokémon Platinum — Route 217 (mass outbreak)

Pokémon HeartGold
It carries food all day long. There are tales about lost people who were saved by its stored food.

Pokémon SoulSilver
It nests at the edge of sharp cliffs. It spends all day carrying food to its awaiting chicks.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Present	Normal	Physical	—	90	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

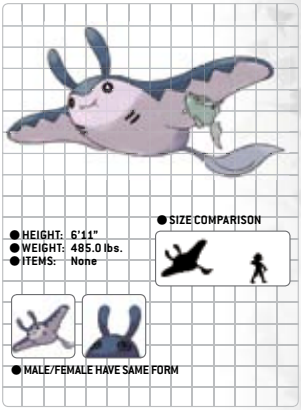
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Future Sight	Psychic	Special	80	90	15	Normal	—
Splash	Normal	Status	—	—	40	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Ice Ball	Ice	Physical	30	90	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○

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No. 226 | Kite Pokémon
Mantine

Water | Flying



● HEIGHT: 6'11"
● WEIGHT: 485.0 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psybeam	Psychic	Special	65	100	20	Normal	—
1	Bullet Seed	Grass	Physical	10	100	30	Normal	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	BubbleBeam	Water	Special	65	100	20	Normal	—
4	Supersonic	Normal	Status	—	55	20	Normal	—
10	BubbleBeam	Water	Special	65	100	20	Normal	—
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status	—	—	30	Self	—
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status	—	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status	—	—	20	Self	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Twister	Dragon	Special	40	100	20	2 Foes	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Haze	Ice	Status	—	—	30	All	—
Slam	Normal	Physical	80	75	20	Normal	○
Mud Sport	Ground	Status	—	—	15	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Water Sport	Water	Status	—	—	15	All	—
Splash	Normal	Status	—	—	40	Self	—

ABILITIES
● Swift Swim
● Water Absorb

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●●
SPEED ●●●

EGG GROUPS
Water 1

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 41 (water surface)

Pokémon SoulSilver — —

Pokémon Diamond — Put Remoraid in your party and level up Mantyke

Pokémon Pearl — Put Remoraid in your party and level up Mantyke

Pokémon Platinum — Put Remoraid in your party and level up Mantyke

Pokémon HeartGold
As it majestically swims, it doesn't care if REMORAID attach to it for scavenging its leftovers.

Pokémon SoulSilver
Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

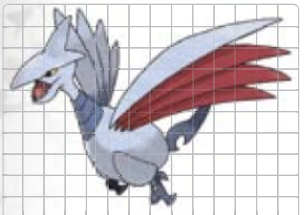
EVOLUTION



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No. 227 | Armor Bird Pokémon
Skarmory

Steel | Flying



● HEIGHT: 5'07"
● WEIGHT: 111.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye
● Sturdy

EGG GROUPS
Flying

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ STAMINA ★★☆☆
POWER ★★★ JUMP ★★★★★
SKILL ★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 45

Pokémon Diamond Route 227

Pokémon Pearl Route 227

Pokémon Platinum Route 227

Pokémon HeartGold
Its sturdy wings look heavy, but they are actually hollow and light, allowing it to fly freely in the sky.

Pokémon SoulSilver
After nesting in bramble bushes, the wings of its chicks grow hard from scratches by thorns.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
6	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Swift	Normal	Special	60	—	20	2 Foes	—
12	Agility	Psychic	Status	—	—	30	Self	—
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
20	Feint	Normal	Physical	50	100	10	Normal	—
23	Air Cutter	Flying	Special	55	95	25	2 Foes	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Metal Sound	Steel	Status	—	85	40	Normal	—
34	Steel Wing	Steel	Physical	70	90	25	Normal	○
39	Air Slash	Flying	Special	75	95	20	Normal	—
42	Slash	Normal	Physical	70	100	20	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Drill Peck	Flying	Physical	80	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Whirlwind	Normal	Status	—	100	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Brave Bird	Flying	Physical	120	100	15	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○
Guard Swap	Psychic	Status	—	—	10	Normal	—

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No. 228 | Dark Pokémon
Houndour

Dark | Fire



● HEIGHT: 2'00"
● WEIGHT: 23.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
27	Beat Up	Dark	Physical	10	100	10	Normal	—
30	Fire Fang	Fire	Physical	65	95	15	Normal	○
35	Faint Attack	Dark	Physical	60	—	20	Normal	○
40	Embargo	Dark	Status	—	100	15	Normal	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—
48	Crunch	Dark	Physical	80	100	15	Normal	○
53	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Spin	Fire	Special	15	70	15	Normal	—
Rage	Normal	Physical	20	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Spite	Ghost	Status	—	100	10	Normal	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Nasty Plot	Dark	Status	—	—	20	Self	—
Punishment	Dark	Physical	—	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

ABILITIES
● Early Bird
● Flash Fire

STATS
HP ●●
ATTACK ●●●
DEFENSE ●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★★★★
STAMINA ★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 7 (night only)

Pokémon SoulSilver — Route 7 (night only)

Pokémon Diamond — —

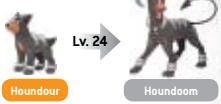
Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Route 214

Pokémon HeartGold
It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

Pokémon SoulSilver
To corner prey, they check each other's location using barks that only they can understand.

EVOLUTION

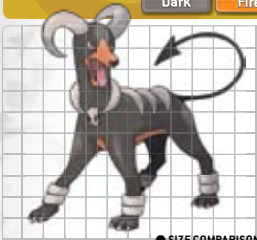


Houndour → Houndoom

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No. 229 | Dark Pokémon
Houndoom

Dark | Fire



● HEIGHT: 5'11"
● WEIGHT: 77.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger horns

● FEMALE FORM
Smaller horns

ABILITIES
● Early Bird
● Flash Fire

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★
POWER ★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Houndour to Lv. 24

Pokémon SoulSilver — Level up Houndour to Lv. 24

Pokémon Diamond — —

Pokémon Pearl — Route 214 (use Poké Radar)

Pokémon Platinum — Level up Houndour to Lv. 24

Pokémon HeartGold
If you are burned by the flames it shoots from its mouth, the pain will never go away.

Pokémon SoulSilver
Upon hearing its eerie howls, other Pokémon get the shivers and head straight back to their nests.

EVOLUTION



Houndour — Lv. 24 — Houndoom



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Howl	Normal	Status	—	—	40	Self	—
1	Smog	Poison	Special	20	70	20	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
28	Beat Up	Dark	Physical	10	100	10	Normal	—
32	Fire Fang	Fire	Physical	65	95	15	Normal	○
38	Faint Attack	Dark	Physical	60	—	20	Normal	○
44	Embargo	Dark	Status	—	100	15	Normal	—
48	Flamethrower	Fire	Special	95	100	15	Normal	—
54	Crunch	Dark	Physical	80	100	15	Normal	○
60	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

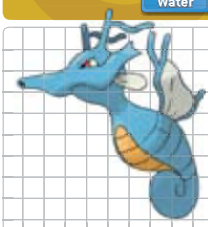
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 230 | Dragon Pokémon
Kingdra

Water | Dragon



● HEIGHT: 5'11"
● WEIGHT: 335.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES
● Swift Swim
● Sniper

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Dragon

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Seadra while it holds the Dragon Scale

Pokémon SoulSilver — Link trade Seadra while it holds the Dragon Scale

Pokémon Diamond — Link trade Seadra while it holds the Dragon Scale

Pokémon Pearl — Link trade Seadra while it holds the Dragon Scale

Pokémon Platinum — Link trade Seadra while it holds the Dragon Scale

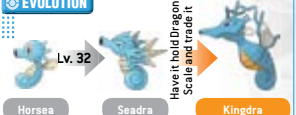
Pokémon HeartGold

It is said that it usually hides in underwater caves. It can create whirlpools by yawning.

Pokémon SoulSilver

It sleeps deep on the ocean floor to build its energy. It is said to cause tornadoes as it wakes.

EVOLUTION



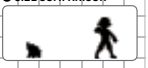
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No. 231 | Long Nose Pokémon
Phanpy

Ground



● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 73.9 lbs.
● ITEMS: Passho Berry



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Pickup

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 45

Pokémon SoulSilver — —

Pokémon Diamond — Route 207 (mass outbreak)

Pokémon Pearl — Route 207 (mass outbreak)

Pokémon Platinum — Route 207 (mass outbreak)

Pokémon HeartGold
It swings its long snout around playfully, but because it is so strong, that can be dangerous.

Pokémon SoulSilver
As a sign of affection, it bumpswith its snout. However, it is so strong, it may send you flying.

EVOLUTION



Phanpy — Lv. 25 — Donphan

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
6	Flail	Normal	Physical	—	100	15	Normal	○
10	Take Down	Normal	Physical	90	85	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Natural Gift	Normal	Physical	—	100	15	Normal	—
24	Slam	Normal	Physical	80	75	20	Normal	○
28	Endure	Normal	Status	—	—	10	Self	—
33	Charm	Normal	Status	—	100	20	Normal	—
37	Last Resort	Normal	Physical	130	100	5	Normal	○
42	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

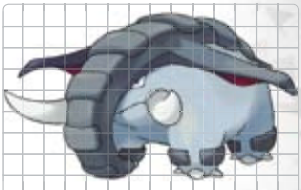
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Focus Energy	Normal	Status	—	—	30	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Fissure	Ground	Physical	—	30	5	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Head Smash	Rock	Physical	150	80	5	Normal	○

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No. 232 | Armor Pokémon
Donphan
Ground



● HEIGHT: 3'07"
● WEIGHT: 264.6 lbs.
● ITEMS: Passho Berry

● SIZE COMPARISON





● MALE FORM
Longer tusks



● FEMALE FORM
Smaller tusks

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Flail	Normal	Physical	—	100	15	Normal	○
6	Rapid Spin	Normal	Physical	20	100	40	Normal	○
10	Knock Off	Dark	Physical	20	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
24	Slam	Normal	Physical	80	75	20	Normal	○
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
31	Assurance	Dark	Physical	50	100	10	Normal	○
39	Scary Face	Normal	Status	—	90	10	Normal	—
46	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Sturdy

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★★
SKILL ★★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Victory Road
- **Pokémon SoulSilver** — —
- **Pokémon Diamond** — Level up Phanpy to Lv. 25
- **Pokémon Pearl** — Level up Phanpy to Lv. 25
- **Pokémon Platinum** — Level up Phanpy to Lv. 25

Pokémon HeartGold
It has sharp, hard tusks and a rugged hide. Its tackle is strong enough to knock down a house.

Pokémon SoulSilver
The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

EVOLUTION

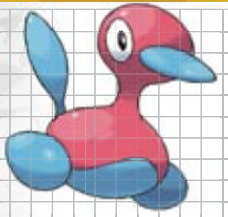


Phanpy → Donphan

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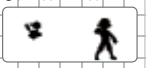
No. 233 | Virtual Pokémon
Porygon2

Normal



● HEIGHT: 2'00"
● WEIGHT: 71.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Trace
● Download

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS
Mineral

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Porygon while it holds the Up-Grade

Pokémon SoulSilver — Link trade Porygon while it holds the Up-Grade

Pokémon Diamond — Link trade Porygon while it holds the Up-Grade

Pokémon Pearl — Link trade Porygon while it holds the Up-Grade

Pokémon Platinum — Link trade Porygon while it holds the Up-Grade

Pokémon HeartGold
This upgraded version of PORYGON is designed for space exploration. It can't fly, however.

Pokémon SoulSilver
Further research enhanced its abilities. Sometimes, it may exhibit motions that were not programmed.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

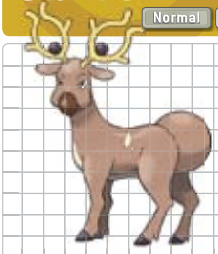
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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No. 234 | Big Horn Pokémon
Stantler

Normal



● HEIGHT: 4'07"
● WEIGHT: 157.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Leer	Normal	Status	—	100	30	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
10	Hypnosis	Psychic	Status	—	60	20	Normal	—
13	Stomp	Normal	Physical	65	100	20	Normal	○
16	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Take Down	Normal	Physical	90	85	20	Normal	○
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Calm Mind	Psychic	Status	—	—	20	Self	—
33	Role Play	Psychic	Status	—	—	10	Normal	—
38	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Imprison	Psychic	Status	—	—	10	Self	—
49	Captivate	Normal	Status	—	100	20	2 Foes	—
53	Me First	Normal	Status	—	—	20	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spite	Ghost	Status	—	100	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Bite	Dark	Physical	60	100	25	Normal	○
Swagger	Normal	Status	—	90	15	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Megahorn	Bug	Physical	120	85	10	Normal	○

ABILITIES

● Intimidate
● Frisk

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★
POWER ★★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 36

Pokémon SoulSilver — Route 36

Pokémon Diamond — —

Pokémon Pearl — Route 207 (use Poké Radar)

Pokémon Platinum — Route 207 (use Poké Radar)

Pokémon HeartGold

The curved antlers subtly change the flow of air to create a strange space where reality is distorted.

Pokémon SoulSilver

Those who stare at its antlers will gradually lose control of their senses and be unable to stand.

EVOLUTION

Does not evolve

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No. 235 | Painter Pokémon
Smeargle

Normal



● HEIGHT: 3'11"
● WEIGHT: 127.9 lbs.
● ITEMS: None

● SIZE COMPARISON







● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Own Tempo
● Technician

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★★★★
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Ruins of Alph (outside)

Pokémon SoulSilver — Ruins of Alph (outside)

Pokémon Diamond — Route 212, Hearthome City side (use Poké Radar)

Pokémon Pearl — Route 212, Hearthome City side (use Poké Radar)

Pokémon Platinum — Route 212, Hearthome City side (use Poké Radar)

Pokémon HeartGold
A special fluid oozes from the tip of its tail. It paints the fluid everywhere to mark its territory.

Pokémon SoulSilver
Once it becomes an adult, it has a tendency to let its comrades plant footprints on its back.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sketch	Normal	Status	—	—	1	Normal	—
11	Sketch	Normal	Status	—	—	1	Normal	—
21	Sketch	Normal	Status	—	—	1	Normal	—
31	Sketch	Normal	Status	—	—	1	Normal	—
41	Sketch	Normal	Status	—	—	1	Normal	—
51	Sketch	Normal	Status	—	—	1	Normal	—
61	Sketch	Normal	Status	—	—	1	Normal	—
71	Sketch	Normal	Status	—	—	1	Normal	—
81	Sketch	Normal	Status	—	—	1	Normal	—
91	Sketch	Normal	Status	—	—	1	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

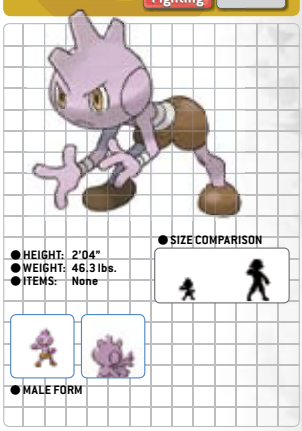
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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No. 236 | Scuffle Pokémon
Tyrogue
Fighting



● HEIGHT: 2'04"
● WEIGHT: 46.3 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
Mind Reader	Normal	Status	—	—	5	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Counter	Fighting	Physical	—	100	20	Self	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Bullet Punch	Steel	Physical	40	100	30	Normal	○

ABILITIES
● Guts
● Steadfast

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★
POWER ★★☆☆
SKILL ★★★★
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from the Karate King at Mt. Mortar B1F

Pokémon SoulSilver — Receive from the Karate King at Mt. Mortar B1F

Pokémon Diamond — Route 211, Eterna City side (use Poké Radar)

Pokémon Pearl — Route 211, Eterna City side (use Poké Radar)

Pokémon Platinum — Route 211, Eterna City side (use Poké Radar)

Pokémon HeartGold
It is always bursting with energy. To make itself stronger, it keeps on fighting even if it loses.

Pokémon SoulSilver
Even though it is small, it can't be ignored because it will slug any handy target without warning.

EVOLUTION



Tyrogue

Lv. 20 — Attack is higher than Defense → Hitmonlee

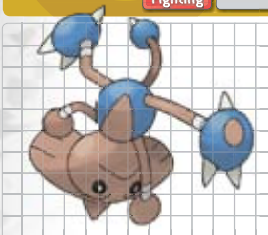
Lv. 20 — Defense is higher than Attack → Hitmonchan

Lv. 20 — Attack and Defense are the same → Hitmontop

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No. 237 | Handstand Pokémon
Hitmontop

Fighting



- HEIGHT: 4'02"
- WEIGHT: 105.8 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM

ABILITIES
- Intimidate
- Technician

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Human-Like

PERFORMANCE
SPEED ★★★
POWER ★★★
SKILL ★★★★★★
STAMINA ★★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

Pokémon SoulSilver — Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

Pokémon Diamond — Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

Pokémon Pearl — Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

Pokémon Platinum — Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

Pokémon HeartGold

If you are enchanted by its smooth, dance-like kicks, you may get a closer experience with one than you'd like.

Pokémon SoulSilver

It launches kicks while spinning. If it spins at high speed, it may bore its way into the ground.

EVOLUTION

Tyrogue
- Lv. 20 — Attack is higher than Defense → Hitmonlee
- Lv. 20 — Defense is higher than Attack → Hitmonchan
- Lv. 20 — Attack and Defense are the same → Hitmontop

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Triple Kick	Fighting	Physical	10	90	10	Normal	○
24	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Counter	Fighting	Physical	—	100	20	Self	○
33	Feint	Normal	Physical	50	100	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
46	Detect	Fighting	Status	—	—	5	Self	—
51	Close Combat	Fighting	Physical	120	100	5	Normal	○
55	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 238 | Kiss Pokémon
Smoochum

Ice | Psychic



● HEIGHT: 1'04"
● WEIGHT: 13.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Sweet Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	2 Foes	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
18	Sing	Normal	Status	—	55	15	Normal	—
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
31	Avalanche	Ice	Physical	60	100	10	Normal	○
35	Psychic	Psychic	Special	90	100	10	Normal	—
38	Copycat	Normal	Status	—	—	20	Depends	—
41	Perish Song	Normal	Status	—	—	5	All	—
45	Blizzard	Ice	Special	120	70	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Meditate	Psychic	Status	—	—	40	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Wish	Normal	Status	—	—	10	Self	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Miracle Eye	Psychic	Status	—	—	40	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

● ABILITIES

● Oblivious
● Forewarn

● STATS

HP	●●
ATTACK	●
DEFENSE	●
SP. ATTACK	●●●●
SP. DEFENSE	●●
SPEED	●●●

● EGG GROUPS

No Egg has ever been discovered

● PERFORMANCE

SPEED	★★★★	STAMINA	★☆☆
POWER	★☆	JUMP	★★★
SKILL	★★★☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Lake Acuity (mass outbreak)
Pokémon Pearl	Lake Acuity (mass outbreak)
Pokémon Platinum	Snowpoint Temple1F

Pokémon HeartGold

Its lips are the most sensitive part of its body. It always uses its lips first to examine things.

Pokémon SoulSilver

It always rocks its head slowly backwards and forwards as if it is trying to kiss someone.

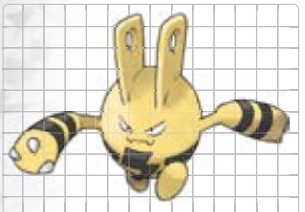
● EVOLUTION



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No. 239 | Electric Pokémon
Elekid

Electric



● HEIGHT: 2'00"
● WEIGHT: 51.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Static

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★★★
STAMINA ★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Find its Egg at the Pokémon Day Care and hatch it

Pokémon SoulSilver — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Diamond — Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It rotates its arms to generate electricity, but it tires easily, so it only charges up a little bit.

Pokémon SoulSilver
Even in the most vicious storm, this Pokémon plays happily if thunder rumbles in the sky.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
37	Thunderbolt	Electric	Special	95	100	15	Normal	—
43	Screech	Normal	Status	—	85	40	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Barrier	Psychic	Status	—	—	30	Self	—
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Meditate	Psychic	Status	—	—	40	Self	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

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Pokémon Moves

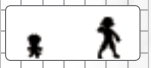
No. 240 | Live Coal Pokémon

Magby

Fire



● SIZE COMPARISON



● HEIGHT: 2'04"
● WEIGHT: 47.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	—
34	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Sunny Day	Fire	Status	—	—	5	All	—
46	Fire Blast	Fire	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Mega Punch	Normal	Physical	80	85	20	Normal	○
Barrier	Psychic	Status	—	—	30	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Belly Drum	Normal	Status	—	—	10	Self	—

ABILITIES

● Flame Body

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★
POWER ★★★
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Find its Egg at the Pokémon Day Care and hatch it

Pokémon SoulSilver — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Diamond — Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold

Each and every time it inhales and exhales, hot embers dribble from its mouth and nostrils.

Pokémon SoulSilver

It is found in volcanic craters. Its body temperature is over 1,100 degrees Fahrenheit, so don't underestimate it.

EVOLUTION



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No. 241 | Milk Cow Pokémon
Miltank

Normal



● HEIGHT: 3'11"
● WEIGHT: 166.4 lbs.
● ITEMS: Moomoo Milk

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
● Thick Fat
● Scrappy

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 38

Pokémon SoulSilver — Route 38

Pokémon Diamond — Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

Pokémon Platinum — Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

Pokémon HeartGold
Its milk is packed with nutrition, making it the ultimate beverage for the sick or weary.

Pokémon SoulSilver
If it is around babies, the milk it produces contains much more nutrition than usual.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
8	Stomp	Normal	Physical	65	100	20	Normal	○
11	Milk Drink	Normal	Status	—	—	10	Self	—
15	Bide	Normal	Physical	—	—	10	Self	○
19	Rollout	Rock	Physical	30	90	20	Normal	○
24	Body Slam	Normal	Physical	85	100	15	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Captivate	Normal	Status	—	100	20	2 Foes	—
41	Gyro Ball	Steel	Physical	—	100	5	Normal	○
48	Heal Bell	Normal	Status	—	—	5	All Allies	—
55	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Seismic Toss	Fighting	Physical	—	100	20	Normal	○
Endure	Normal	Status	—	—	10	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Dizzy Punch	Normal	Physical	70	100	10	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	2 Allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

Pokémon Moves

No. 242 | Happiness Pokémon

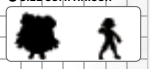
Blissey

Normal



- HEIGHT: 4'11"
- WEIGHT: 103.2 lbs.
- ITEMS: None

SIZE COMPARISON





FEMALE FORM

ABILITIES

- Natural Cure
- Serene Grace

EGG GROUPS

Fairy

STATS

HP	●●●●●●
ATTACK	●
DEFENSE	●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●●
SPEED	●●●

PERFORMANCE

SPEED	★★☆
POWER	★★☆
SKILL	★★★
STAMINA	★★★★★
JUMP	★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Level up Chansey with high friendship
- Pokémon SoulSilver: Level up Chansey with high friendship
- Pokémon Diamond: Level up Chansey with high friendship
- Pokémon Pearl: Level up Chansey with high friendship
- Pokémon Platinum: Level up Chansey with high friendship

Pokémon HeartGold

Anyone who takes even one taste of BLISSEY's egg becomes unfailingly caring and pleasant to everyone.

Pokémon SoulSilver

It has a very compassionate nature. If it sees a sick Pokémon, it will nurse the sufferer back to health.

EVOLUTION



Happiny

Have it hold Oval Stone and then level it up between 4:00 A.M. and 8:00 P.M.



Chansey

Level up with high friendship



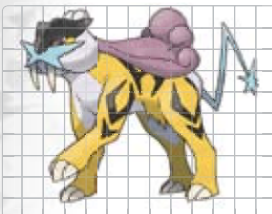
Blissey

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No. 243 | Thunder Pokémon

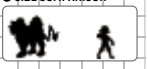
Raikou

Electric



● HEIGHT: 6'03"
● WEIGHT: 392.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Pressure

EGG GROUPS

No Egg has ever been discovered

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★★★
POWER	★★★☆
SKILL	★★★★
STAMINA	★★★
JUMP	★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon SoulSilver — After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

The rain clouds it carries let it fire thunderbolts at will. They say that it descended with lightning.

Pokémon SoulSilver

A Pokémon that races across the land while barking a cry that sounds like crashing thunder.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	ThunderShock	Electric	Special	40	100	30	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Spark	Electric	Physical	65	100	20	Normal	○
36	Reflect	Psychic	Status	—	—	20	2 Allies	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Thunder Fang	Electric	Physical	65	95	15	Normal	○
57	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Rain Dance	Water	Status	—	—	5	All	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 244 | Volcano Pokémon
Entei

Fire



● HEIGHT: 6'11"
● WEIGHT: 436.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	Ember	Fire	Special	40	100	25	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Fire Spin	Fire	Special	15	70	15	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Swagger	Normal	Status	—	90	15	Normal	—
50	Fire Fang	Fire	Physical	65	95	15	Normal	○
57	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Eruption	Fire	Special	150	100	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES
● Pressure

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★
POWER ★★★★★
SKILL ★★★
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon SoulSilver — After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
Volcanoes erupt when it barks. Unable to contain its sheer power, it races headlong around the land.

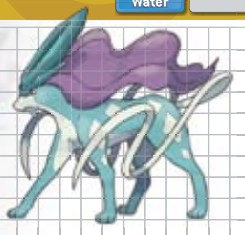
Pokémon SoulSilver
A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

EVOLUTION
Does not evolve

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No. 245 | Aurora Pokémon
Suicune

Water



● HEIGHT: 6'07"
● WEIGHT: 412.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Pressure

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●●
SPEED ●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Hill on east side of Route 25 (after seeing Suicune at Ecruteak City's Burned Tower and all other places it appears)

Pokémon SoulSilver — Hill on east side of Route 25 (after seeing Suicune at Ecruteak City's Burned Tower and all other places it appears)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
Said to be the embodiment of north winds, it can instantly purify filthy, murky water.

Pokémon SoulSilver
This Pokémon races across the land. It is said that north winds will somehow blow whenever it appears.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	BubbleBeam	Water	Special	65	100	20	Normal	—
15	Rain Dance	Water	Status	—	—	5	All	—
22	Gust	Flying	Special	40	100	35	Normal	—
29	Aurora Beam	Ice	Special	65	100	20	Normal	—
36	Mist	Ice	Status	—	—	30	2 Allies	—
43	Mirror Coat	Psychic	Special	—	100	20	Self	—
50	Ice Fang	Ice	Physical	65	95	15	Normal	○
57	Tailwind	Flying	Status	—	—	30	2 Allies	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Blizzard	Ice	Special	120	70	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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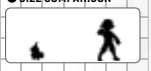
No. 246 | Rock Skin Pokémon
Larvitar

Rock | Ground



● HEIGHT: 2'00"
● WEIGHT: 158.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
46	Stone Edge	Rock	Physical	100	80	5	Normal	—
50	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Focus Energy	Normal	Status	—	—	30	Self	—
AncientPower	Rock	Special	60	100	5	Normal	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Iron Defense	Steel	Status	—	—	15	Self	—
Assurance	Dark	Physical	50	100	10	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○

ABILITIES
● Guts

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Monster

PERFORMANCE
SPEED ★★★
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Mt. Silver Cave interior

Pokémon SoulSilver — Mt. Silver Cave interior

Pokémon Diamond — Route 207 (use Poké Radar)

Pokémon Pearl — —

Pokémon Platinum — Route 206 (mass outbreak)

Pokémon HeartGold
It feeds on soil. After it has eaten a large mountain, it falls asleep so it can grow.

Pokémon SoulSilver
It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

EVOLUTION



Larvitar — Lv. 30 — Pupitar — Lv. 55 — Tyranitar

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No. 247 | Hard Shell Pokémon
Pupitar

Rock / Ground



● HEIGHT: 3'11"
● WEIGHT: 335.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Shed Skin

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Monster

PERFORMANCE
SPEED ★★★☆
POWER ★★★★
SKILL ★
STAMINA ★★★☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Small chamber inside Mt. Silver Cave

Pokémon SoulSilver — Small chamber inside Mt. Silver Cave

Pokémon Diamond — Level up Larvitar to Lv. 30

Pokémon Pearl — —

Pokémon Platinum — Level up Larvitar to Lv. 30

Pokémon HeartGold
Its shell is as hard as sheet rock, and it is also very strong. Its thrashing can topple a mountain.

Pokémon SoulSilver
Even sealed in its shell, it can move freely. Hard and fast, it has outstanding destructive power.

EVOLUTION



Larvitar → Pupitar → Tyranitar

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
60	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
70	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 248 | Armor Pokémon

Tyranitar

Rock / Dark



- HEIGHT: 6'07"
- WEIGHT: 445.3 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES

- Sand Stream

STATS

HP	●●●●●
ATTACK	●●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

EGG GROUPS

Monster

PERFORMANCE

SPEED	★★
POWER	★★★★★
SKILL	★★★★
STAMINA	★★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Pupitar to Lv. 55
- Pokémon SoulSilver — Level up Pupitar to Lv. 55
- Pokémon Diamond — Level up Pupitar to Lv. 55
- Pokémon Pearl — —
- Pokémon Platinum — Level up Pupitar to Lv. 55

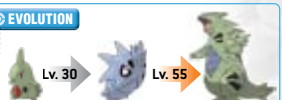
Pokémon HeartGold

Its body can't be harmed by any sort of attack, so it is very eager to make challenges against enemies.

Pokémon SoulSilver

Extremely strong, it can change the landscape. It has an insolent nature that makes it not care about others.

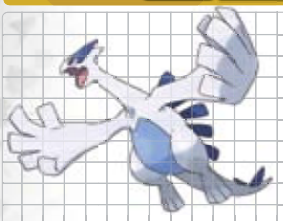
EVOLUTION



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No. 249 | Diving Pokémon
Lugia

Psychic | Flying



● HEIGHT: 17'01"
● WEIGHT: 476.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Pressure

EGG GROUPS
No Egg has ever been discovered

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★★	STAMINA	★★★☆
POWER	★★★★☆	JUMP	★★★★★
SKILL	★★★☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Appears in the Whirl Islands (after entering the Hall of Fame and receiving the Silver Wing in Pewter City)

Pokémon SoulSilver — Appears in the Whirl Islands

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It is said that it quietly spends its time deep at the bottom of the sea because its powers are too strong.

Pokémon SoulSilver
It is said to be the guardian of the seas. It is rumored to have been seen on the night of a storm.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Rain Dance	Water	Status	—	—	5	All	—
37	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Aeroblast	Flying	Special	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	2 Allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 250 | Rainbow Pokémon
Ho-Oh

Fire | Flying



● HEIGHT: 12'06"
● WEIGHT: 438.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Brave Bird	Flying	Physical	120	100	15	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Sunny Day	Fire	Status	—	—	5	All	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
43	Sacred Fire	Fire	Physical	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	2 Allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Pressure

STATS

HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●●
SPEED ●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Appears at Bell Tower

Pokémon SoulSilver — Appears at Bell Tower (after entering the Hall of Fame and receiving the Rainbow Wing in Pewter City)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

Legends claim this Pokémon flies the world's skies continuously on its magnificent, seven-colored wings.

Pokémon SoulSilver

A legend says that its body glows in seven colors. A rainbow is said to form behind it when it flies.

EVOLUTION

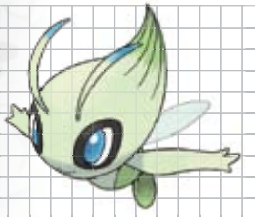
Does not evolve

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No. 251 Celebi

Time Travel Pokémon

Psychic | Grass



● HEIGHT: 2'00"
● WEIGHT: 11.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Natural Cure

EGG GROUPS

No Egg has ever been discovered

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★★★
POWER	★☆☆
SKILL	★★★★★
STAMINA	★★☆
JUMP	★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Migrate it through the Pal Park—cannot be obtained through regular gameplay*

Pokémon SoulSilver — Migrate it through the Pal Park—cannot be obtained through regular gameplay*

Pokémon Diamond — Migrate it through the Pal Park—cannot be obtained through regular gameplay*

Pokémon Pearl — Migrate it through the Pal Park—cannot be obtained through regular gameplay*

Pokémon Platinum — Migrate it through the Pal Park—cannot be obtained through regular gameplay*

Pokémon HeartGold

This Pokémon wanders across time. Grass and trees flourish in the forests in which it has appeared.

Pokémon SoulSilver

When CELEBI disappears deep in a forest, it is said to leave behind an egg it brought from the future.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Recover	Normal	Status	—	—	10	Self	—
1	Heal Bell	Normal	Status	—	—	5	All Allies	—
10	Safeguard	Normal	Status	—	—	25	2 Allies	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
37	Baton Pass	Normal	Status	—	—	40	Self	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Heal Block	Psychic	Status	—	100	15	2 Foes	—
64	Future Sight	Psychic	Special	80	90	15	Normal	—
73	Healing Wish	Psychic	Status	—	—	10	Self	—
82	Leaf Storm	Grass	Special	140	90	5	Normal	—
91	Perish Song	Normal	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

*Only available through distribution at special events and not through regular gameplay. Check Pokemon.com for the latest news on how to catch this Pokémon.

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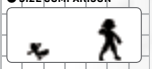
No. 252 | Wood Gecko Pokémon
Treecko

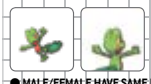
Grass



● HEIGHT: 1'08"
● WEIGHT: 11.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	—
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Mud Sport	Ground	Status	—	—	15	All	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Leech Seed	Grass	Status	—	90	10	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Worry Seed	Grass	Status	—	100	10	Normal	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
GrassWhistle	Grass	Status	—	55	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—

ABILITIES

● Overgrow

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS

Monster

Dragon

PERFORMANCE

SPEED ★★★★★
POWER ★★☆
SKILL ★★★★☆

STAMINA ★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Steven at Silph Co. in Saffron City (after defeating Red)

Pokémon SoulSilver — Receive from Silph Co. in Saffron City (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

Pokémon SoulSilver

Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

EVOLUTION

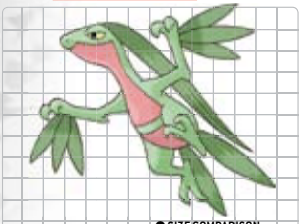


Treecko → Grovyle → Sceptile

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No. 253 | Wood Gecko Pokémon
Grovyle

Grass



● HEIGHT: 1'08"
● WEIGHT: 11.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Overgrow

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Monster
Dragon

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Treecko to Lv. 16

Pokémon SoulSilver — Level up Treecko to Lv. 16

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

Pokémon SoulSilver
It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

EVOLUTION



Treecko → Grovyle → Sceptile

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	Fury Cutter	Bug	Physical	10	95	20	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status	—	85	40	Normal	—
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status	—	—	30	Self	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Detect	Fighting	Status	—	—	5	Self	—
53	False Swipe	Normal	Physical	40	100	40	Normal	○
59	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

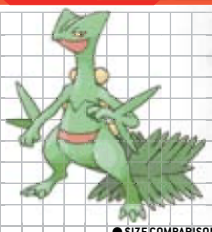
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 254 | Forest Pokémon
Sceptile

Grass



● HEIGHT: 5'07"
● WEIGHT: 115.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	X-Scissor	Bug	Physical	80	100	15	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status	—	85	40	Normal	—
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status	—	—	30	Self	—
43	Slam	Normal	Physical	80	75	20	Normal	○
51	Detect	Fighting	Status	—	—	5	Self	—
59	False Swipe	Normal	Physical	40	100	40	Normal	○
67	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES
● Overgrow

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS
Monster
Dragon

PERFORMANCE
SPEED ★★★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Grovyle to Lv. 36

Pokémon SoulSilver — Level up Grovyle to Lv. 36

Pokémon Diamond — —

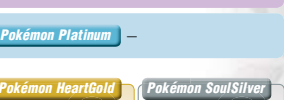
Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

Pokémon SoulSilver
It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

EVOLUTION



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No. 255 | Chick Pokémon

Torchic

Fire



● HEIGHT: 1'04"
● WEIGHT: 5.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Small speck on rear

● FEMALE FORM
No speck

ABILITIES

● Blaze

EGG GROUPS

Field

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★☆☆
STAMINA ★★☆
JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Steven at Silph Co. in Saffron City (after defeating Red)

Pokémon SoulSilver — Receive from Steven at Silph Co. in Saffron City (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold

Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

Pokémon SoulSilver

Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

EVOLUTION



Torchic — Lv. 16 — Combusken — Lv. 36 — Blaziken

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Ember	Fire	Special	40	100	25	Normal	—
16	Peck	Flying	Physical	35	100	35	Normal	○
19	Sand-Attack	Ground	Status	—	100	15	Normal	—
25	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Quick Attack	Normal	Physical	40	100	30	Normal	○
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Mirror Move	Flying	Status	—	—	20	Depends	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

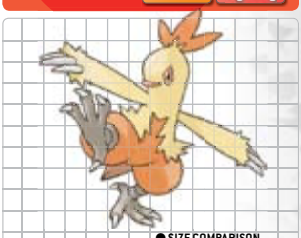
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Endure	Normal	Status	—	—	10	Self	—
Swagger	Normal	Status	—	90	15	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Baton Pass	Normal	Status	—	—	40	Self	—
Agility	Psychic	Status	—	—	30	Self	—
Night Slash	Dark	Physical	70	100	15	Normal	○
Last Resort	Normal	Physical	130	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—

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No. 256 | Young Fowl Pokémon
Combusken

Fire | Fighting



● HEIGHT: 2'11"
● WEIGHT: 43.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bigger crest

● FEMALE FORM
Smaller crest

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
13	Ember	Fire	Special	40	100	25	Normal	—
16	Double Kick	Fighting	Physical	30	100	30	Normal	○
17	Peck	Flying	Physical	35	100	35	Normal	○
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
28	Bulk Up	Fighting	Status	—	—	20	Self	—
32	Quick Attack	Normal	Physical	40	100	30	Normal	○
39	Slash	Normal	Physical	70	100	20	Normal	○
43	Mirror Move	Flying	Status	—	—	20	Depends	—
50	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
54	Flare Blitz	Fire	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Blaze

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

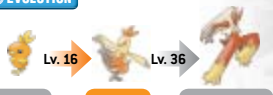
EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Level up Torchic to Lv. 16
- Pokémon SoulSilver — Level up Torchic to Lv. 16
- Pokémon Diamond — —
- Pokémon Pearl — —
- Pokémon Platinum — —

Pokémon HeartGold
During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

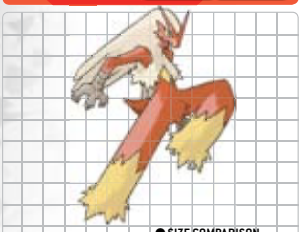
Pokémon SoulSilver
During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

EVOLUTION


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No. 257 | Blaze Pokémon
Blaziken

Fire | Fighting



- HEIGHT: 6'03"
- WEIGHT: 114.6 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE FORM
  Longer horns and feathers
- FEMALE FORM
  Shorter horns and feathers

ABILITIES
- Blaze

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

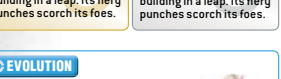
EGG GROUPS
Field

PERFORMANCE
SPEED ★★
POWER ★★★★★
SKILL ★★★☆☆
STAMINA ★★☆☆
JUMP ★★★★

MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Level up Combusken to Lv. 36
- Pokémon SoulSilver — Level up Combusken to Lv. 36
- Pokémon Diamond — —
- Pokémon Pearl — —
- Pokémon Platinum — —

Pokémon HeartGold
It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

Pokémon SoulSilver
It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

EVOLUTION


LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
13	Ember	Fire	Special	40	100	25	Normal	—
16	Double Kick	Fighting	Physical	30	100	30	Normal	○
17	Peck	Flying	Physical	35	100	35	Normal	○
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
28	Bulk Up	Fighting	Status	—	—	20	Self	—
32	Quick Attack	Normal	Physical	40	100	30	Normal	○
36	Blaze Kick	Fire	Physical	85	90	10	Normal	○
42	Slash	Normal	Physical	70	100	20	Normal	○
49	Brave Bird	Flying	Physical	120	100	15	Normal	○
59	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	30	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 258 | Mud Fish Pokémon
Mudkip

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	○
19	Foresight	Normal	Status	—	—	40	Normal	—
24	Mud Sport	Ground	Status	—	—	15	All	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Whirlpool	Water	Special	15	70	15	Normal	—
37	Protect	Normal	Status	—	—	10	Self	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
46	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

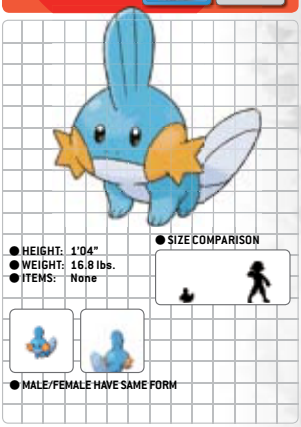
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Refresh	Normal	Status	—	—	20	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Curse	???	Status	—	—	10	Normal/Self	—
Stomp	Normal	Physical	65	100	20	Normal	○
Ice Ball	Ice	Physical	30	90	20	Normal	○
Mirror Coat	Psychic	Special	—	100	20	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
AncientPower	Rock	Special	60	100	5	Normal	—
Whirlpool	Water	Special	15	70	15	Normal	—
Bite	Dark	Physical	60	100	25	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Sludge	Poison	Special	65	100	20	Normal	—



- HEIGHT: 1'04"
- WEIGHT: 16.8 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Torrent

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS
Monster
Water 1

PERFORMANCE

SPEED	★★☆☆	STAMINA	★★★★☆
POWER	★★★☆	JUMP	★★★
SKILL	★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Receive from Steven at Silph Co. in Saffron City (after defeating Red)

Pokémon SoulSilver — Receive from Steven at Silph Co. in Saffron City (after defeating Red)

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

Pokémon SoulSilver
Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

EVOLUTION



Mudkip → Marshtomp → Swampert

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No. 259 | Mud Fish Pokémon
Marshtomp

Water / Ground



● HEIGHT: 2'04"
● WEIGHT: 61.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Mudkip to Lv. 16

Pokémon SoulSilver — Level up Mudkip to Lv. 16

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
Living on muddy ground that provides poor footing has made its legs sturdy.

Pokémon SoulSilver
Living on muddy ground that provides poor footing has made its legs sturdy.

EVOLUTION



Mudkip — Lv. 16 → Marshtomp — Lv. 36 → Swampert

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	○
16	Mud Shot	Ground	Special	55	95	15	Normal	—
20	Foresight	Normal	Status	—	—	40	Normal	—
25	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Muddy Water	Water	Special	95	85	10	2 Foes	—
42	Protect	Normal	Status	—	—	10	Self	—
46	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
53	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 260 | Mud Fish Pokémon
Spampert

Water | Ground



● HEIGHT: 4'11"
● WEIGHT: 180.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	○
16	Mud Shot	Ground	Special	55	95	15	Normal	—
20	Foresight	Normal	Status	—	—	40	Normal	—
25	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
39	Muddy Water	Water	Special	95	85	10	2 Foes	—
46	Protect	Normal	Status	—	—	10	Self	—
52	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
61	Endeavor	Normal	Physical	—	100	5	Normal	○
69	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● ABILITIES

● Torrent

● STATS

HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●

● EGG GROUPS

Monster
Water 1

● PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆☆☆

STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Marshtomp to Lv. 36

Pokémon SoulSilver — Level up Marshtomp to Lv. 36

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
Its arms are hard as rock. With one swing, it can break a boulder into pieces.

Pokémon SoulSilver
Its arms are hard as rock. With one swing, it can break a boulder into pieces.

● EVOLUTION



Mudkip → Marshtomp → Swampert

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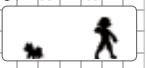
No. 261 | Bite Pokémon
Poochyena

Dark



● HEIGHT: 1'08"
● WEIGHT: 30.0 lbs.
● ITEMS: Pecha Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Run Away
● Quick Feet

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 1 (mass outbreak)

Pokémon SoulSilver — Route 1 (mass outbreak)

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — —

Pokémon Platinum — Route 214 (use Poké Radar)

Pokémon HeartGold

It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

Pokémon SoulSilver

It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

EVOLUTION



Poochyena — Lv. 18 — Mightyena

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Howl	Normal	Status	—	—	40	Self	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
21	Roar	Normal	Status	—	100	20	Normal	—
25	Swagger	Normal	Status	—	90	15	Normal	—
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Scary Face	Normal	Status	—	90	10	Normal	—
37	Taunt	Dark	Status	—	100	20	Normal	—
41	Embargo	Dark	Status	—	100	15	Normal	—
45	Take Down	Normal	Physical	90	85	20	Normal	○
49	Sucker Punch	Dark	Physical	80	100	5	Normal	○
53	Crunch	Dark	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Astonish	Ghost	Physical	30	100	15	Normal	○
Poison Fang	Poison	Physical	50	100	15	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Leer	Normal	Status	—	100	30	2 Foes	—
Yawn	Normal	Status	—	—	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Me First	Normal	Status	—	—	20	Depends	—

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No. 262 | Bite Pokémon
Mightyena

Dark



● HEIGHT: 3'03"
● WEIGHT: 81.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Howl	Normal	Status	—	—	40	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
5	Howl	Normal	Status	—	—	40	Self	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
22	Roar	Normal	Status	—	100	20	Normal	—
27	Swagger	Normal	Status	—	90	15	Normal	—
32	Assurance	Dark	Physical	50	100	10	Normal	○
37	Scary Face	Normal	Status	—	90	10	Normal	—
42	Taunt	Dark	Status	—	100	20	Normal	—
47	Embargo	Dark	Status	—	100	15	Normal	—
52	Take Down	Normal	Physical	90	85	20	Normal	○
57	Thief	Dark	Physical	40	100	10	Normal	○
62	Sucker Punch	Dark	Physical	80	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Intimidate
● Quick Feet

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★☆☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Poochyena to Lv. 18

Pokémon SoulSilver — Level up Poochyena to Lv. 18

Pokémon Diamond — Route 214 (use Poké Radar)

Pokémon Pearl — —

Pokémon Platinum — Level up Poochyena to Lv. 18

Pokémon HeartGold

It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

Pokémon SoulSilver

It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

EVOLUTION



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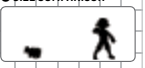
No. 263 | TinyRaccoon Pokémon
Zigzagoon

Normal



- HEIGHT: 1'04"
- WEIGHT: 38.6 lbs.
- ITEMS: Oran Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

- Pick Up
- Gluttony

STATS

HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS

Field

PERFORMANCE

SPEED ★★★★
POWER ★☆☆☆
SKILL ★★★☆☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Burned Tower in Ecruteak City (Hoenn Sound)

Pokémon SoulSilver — Burned Tower in Ecruteak City (Hoenn Sound)

Pokémon Diamond — Route 202 (mass outbreak)

Pokémon Pearl — Route 202 (mass outbreak)

Pokémon Platinum — Route 202 (mass outbreak)

Pokémon HeartGold

It gets interested in everything, which is why it zigs and zags. It is good at finding items.

Pokémon SoulSilver

It gets interested in everything, which is why it zigs and zags. It is good at finding items.

EVOLUTION



Zigzagoon → Linoone

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
21	Mud Sport	Ground	Status	—	—	15	All	—
25	Pin Missile	Bug	Physical	14	85	20	Normal	—
29	Covet	Normal	Physical	40	100	40	Normal	○
33	Flail	Normal	Physical	—	100	15	Normal	○
37	Rest	Psychic	Status	—	—	10	Self	—
41	Belly Drum	Normal	Status	—	—	10	Self	—
45	Fling	Dark	Physical	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Charm	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

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No. 264 | Rushing Pokémon
Linoone
Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
23	Mud Sport	Ground	Status	—	—	15	All	—
29	Fury Swipes	Normal	Physical	18	80	15	Normal	○
35	Covet	Normal	Physical	40	100	40	Normal	○
41	Slash	Normal	Physical	70	100	20	Normal	○
47	Rest	Psychic	Status	—	—	10	Self	—
53	Belly Drum	Normal	Status	—	—	10	Self	—
59	Fling	Dark	Physical	—	100	10	Normal	—

MOVE MANIAC

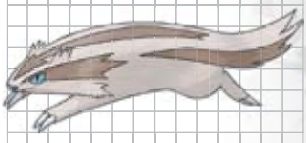
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 1'08"
- WEIGHT: 71.6 lbs.
- ITEMS: Oran berry, Sitrus Berry

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Pick Up
- Gluttony

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●●●

EGG GROUPS
Field

PERFORMANCE

SPEED	★★★★☆	STAMINA	★★★★
POWER	★★☆☆	JUMP	★★☆
SKILL	★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Route 42 (Hoenn Sound)
- Pokémon SoulSilver: Route 42 (Hoenn Sound)
- Pokémon Diamond: Level up Zigzagoon to Lv. 20
- Pokémon Pearl: Level up Zigzagoon to Lv. 20
- Pokémon Platinum: Level up Zigzagoon to Lv. 20

Pokémon HeartGold
When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

Pokémon SoulSilver
When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

EVOLUTION



Zigzagoon → Linoone

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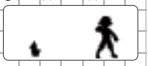
No. 265 | Worm Pokémon
Wurmple

Bug



- HEIGHT: 1'00"
- WEIGHT: 7.9 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Shield Dust

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Bug

PERFORMANCE
SPEED ★☆☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★☆☆☆
JUMP ★★☆

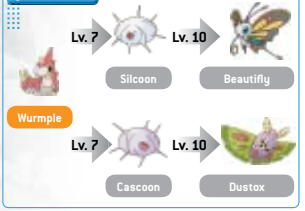
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Pallet Town (use Headbutt)
Pokémon SoulSilver	Pallet Town (use Headbutt)
Pokémon Diamond	Eterna Forest
Pokémon Pearl	Eterna Forest
Pokémon Platinum	Route 204 (morning and afternoon only)

Pokémon HeartGold
It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

Pokémon SoulSilver
It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	String Shot	Bug	Status	—	95	40	2 Foes	—
5	Poison Sting	Poison	Physical	15	100	35	Normal	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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No. 266 | Cocoon Pokémon
Silcoon

Bug

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVE MANIAC

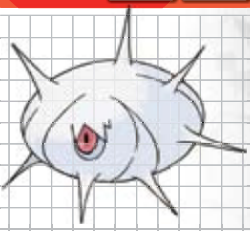
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA



- HEIGHT: 2'00"
- WEIGHT: 22.0 lbs.
- ITEMS: Wurmple

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Shed Skin

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★☆☆
POWER ★☆☆
SKILL ★☆☆
STAMINA ★★★☆☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold
Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon SoulSilver
Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon Diamond
Eterna Forest

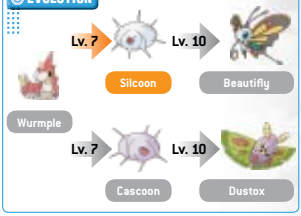
Pokémon Pearl
Level up Wurmple to Lv. 7 (may evolve into Cascoon instead)

Pokémon Platinum
Route 205, Eterna City side

Pokémon HeartGold
Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

Pokémon SoulSilver
Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

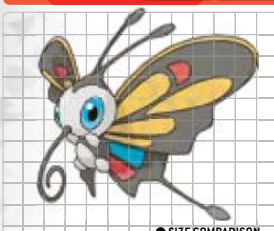
EVOLUTION



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No. 267 | Butterfly Pokémon
Beautifly

Bug / Flying



● HEIGHT: 3'03"
● WEIGHT: 62.6 lbs.
● ITEMS: Shed Shell

● SIZE COMPARISON





● MALE FORM
Larger red spots on wings



● FEMALE FORM
Smaller red spots on wings

ABILITIES
● Swarm

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★☆☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at National Park (after obtaining the National Pokédex / Saturday)

Pokémon SoulSilver — Bug-Catching Contest at National Park (after obtaining the National Pokédex / Saturday)

Pokémon Diamond — Route 224

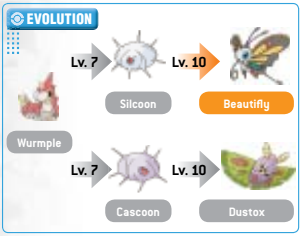
Pokémon Pearl — Route 224

Pokémon Platinum — Route 224

Pokémon HeartGold
Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

Pokémon SoulSilver
Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
10	Absorb	Grass	Special	20	100	25	Normal	—
13	Gust	Flying	Special	40	100	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
20	Morning Sun	Normal	Status	—	—	5	Self	—
24	Mega Drain	Grass	Special	40	100	15	Normal	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Attract	Normal	Status	—	100	15	Normal	—
34	Silver Wind	Bug	Special	60	100	5	Normal	—
38	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 268 | Cocoon Pokémon
Cascoon

Bug

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVE MANIAC

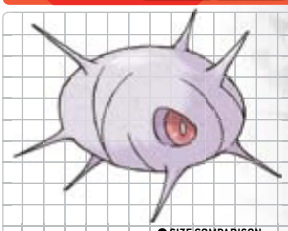
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

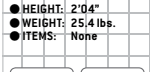
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA



- HEIGHT: 2'04"
- WEIGHT: 25.4 lbs.
- ITEMS: None

SIZE COMPARISON



MALE/FEMALE HAVE SAME FORM

ABILITIES
- Shed Skin

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★☆☆
POWER ★★☆
SKILL ★☆☆☆
STAMINA ★★☆☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold
Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

Pokémon SoulSilver
Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

Pokémon Diamond
Level up Wurmple to Lv. 7 (may evolve into Silcoon instead)

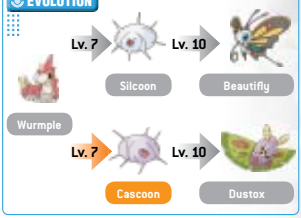
Pokémon Pearl
Eterna Forest

Pokémon Platinum
Route 205, Eterna City side

Pokémon HeartGold
It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

Pokémon SoulSilver
It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

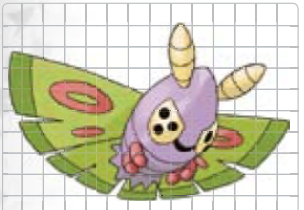
EVOLUTION



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No. 269 | Poison Moth Pokémon
Dustox

Bug | Poison



● HEIGHT: 3'11"
● WEIGHT: 69.7 lbs.
● ITEMS: Shed Shell

● SIZE COMPARISON





● MALE FORM
Longer antennae

● FEMALE FORM
Shorter antennae

ABILITIES
● Shield Dust

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★☆☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon Diamond — Level up Cascoon to Lv. 10

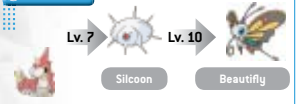
Pokémon Pearl — Route 230

Pokémon Platinum — Route 224

Pokémon HeartGold
It scatters its fine dust all over when it is attacked. It is a nocturnal Pokémon.

Pokémon SoulSilver
It scatters its fine dust all over when it is attacked. It is a nocturnal Pokémon.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
13	Gust	Flying	Special	40	100	35	Normal	—
17	Protect	Normal	Status	—	—	10	Self	—
20	Moonlight	Normal	Status	—	—	5	Self	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Light Screen	Psychic	Status	—	—	30	2 Allies	—
34	Silver Wind	Bug	Special	60	100	5	Normal	—
38	Toxic	Poison	Status	—	85	10	Normal	—
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

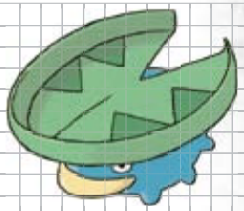
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 270 | Water Weed Pokémon
Lotad

Water | Grass



● HEIGHT: 1'08"
● WEIGHT: 5.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
7	Nature Power	Normal	Status	—	—	20	Depends	—
11	Mist	Ice	Status	—	—	30	2 Allies	—
15	Natural Gift	Normal	Physical	—	100	15	Normal	—
19	Mega Drain	Grass	Special	40	100	15	Normal	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Rain Dance	Water	Status	—	—	5	All	—
45	Energy Ball	Grass	Special	80	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Synthesis	Grass	Status	—	—	5	Self	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Water Gun	Water	Special	40	100	25	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○

● ABILITIES

● Swift Swim
● Rain Dish

● STATS

HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

● EGG GROUPS

Water 1
Grass

● PERFORMANCE

SPEED ★★☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

Pokémon SoulSilver

Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

● EVOLUTION



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No. 271 | Jolly Pokémon
Lombre

Water | Grass



- HEIGHT: 3'11"
- WEIGHT: 71.6 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Swift Swim
- Rain Dish

EGG GROUPS

Water 1

Grass

STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold: Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14

Pokémon SoulSilver: Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14

Pokémon Diamond: Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Pearl: Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Platinum: Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold: It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

Pokémon SoulSilver: It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
7	Nature Power	Normal	Status	—	—	20	Depends	—
11	Fake Out	Normal	Physical	40	100	10	Normal	○
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Water Sport	Water	Status	—	—	15	All	—
25	BubbleBeam	Water	Special	65	100	20	Normal	○
31	Zen Headbutt	Psychic	Physical	80	90	15	Normal	—
37	Uproar	Normal	Special	50	100	10	1 Random	—
45	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 272 | Carefree Pokémon
Ludicolo

Water | Grass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Nature Power	Normal	Status	—	—	20	Depends	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	○
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 4'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Thicker zigzag stripes
- FEMALE FORM: Thinner zigzag stripes

ABILITIES
- Swift Swim
- Rain Dish

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Grass

PERFORMANCE
SPEED ★★☆☆
POWER ★★★☆
SKILL ★★★☆☆
STAMINA ★★★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold: Use Water Stone on Lombre
- Pokémon SoulSilver: Use Water Stone on Lombre
- Pokémon Diamond: Use Water Stone on Lombre
- Pokémon Pearl: Use Water Stone on Lombre
- Pokémon Platinum: Use Water Stone on Lombre

Pokémon HeartGold
If it hears festive music, it begins moving in rhythm in order to amplify its power.

Pokémon SoulSilver
If it hears festive music, it begins moving in rhythm in order to amplify its power.

EVOLUTION


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No. 273 | Acorn Pokémon
Seedot

Grass



● HEIGHT: 1'08"
● WEIGHT: 8.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● ABILITIES

● Chlorophyll
● Early Bird

● EGG GROUPS

Field

Grass

● STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

● PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Viridian Forest (use Headbutt)

Pokémon SoulSilver — Viridian Forest (use Headbutt)

Pokémon Diamond — Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

Pokémon SoulSilver

It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

● EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bide	Normal	Physical	—	—	10	Self	○
3	Harden	Normal	Status	—	—	30	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
13	Nature Power	Normal	Status	—	—	20	Depends	—
21	Synthesis	Grass	Status	—	—	5	Self	—
31	Sunny Day	Fire	Status	—	—	5	All	—
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

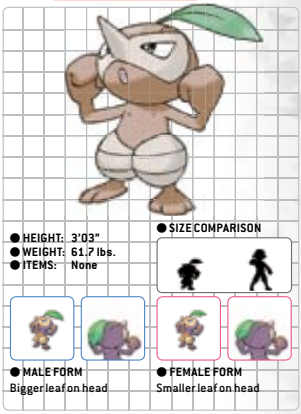
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Leech Seed	Grass	Status	—	90	10	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Take Down	Normal	Physical	90	85	20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Worry Seed	Grass	Status	—	100	10	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Power Swap	Psychic	Status	—	—	10	Normal	—

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No. 274 | Wily Pokémon
Nuzleaf

Grass | Dark



● HEIGHT: 3'03"
● WEIGHT: 61.7 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE FORM
Bigger leaf on head

● FEMALE FORM
Smaller leaf on head

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	Pound	Normal	Physical	40	100	35	Normal	○
3	Harden	Normal	Status	—	—	30	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
13	Nature Power	Normal	Status	—	—	20	Depends	—
19	Fake Out	Normal	Physical	40	100	10	Normal	○
25	Torment	Dark	Status	—	100	15	Normal	—
31	Faint Attack	Dark	Physical	60	—	20	Normal	○
37	Razor Wind	Normal	Special	80	100	10	2 Foes	—
43	Swagger	Normal	Status	—	90	15	Normal	—
49	Extrasensory	Psychic	Special	80	100	30	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	○
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● ABILITIES

● Chlorophyll
● Early Bird

● EGG GROUPS

Field
Grass

● STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

● PERFORMANCE

SPEED ★★★☆☆
POWER ★★★☆
SKILL ★★★★
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

Pokémon SoulSilver
It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

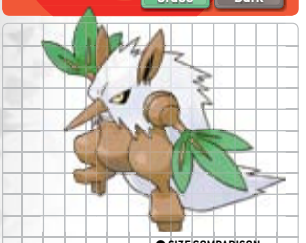
● EVOLUTION



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No. 275 | Wicked Pokémon
Shiftry

Grass | Dark



- HEIGHT: 4'03"
- WEIGHT: 131.4 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE FORM

Bigger leaves



- FEMALE FORM

Smaller leaves

ABILITIES

- Chlorophyll
- Early Bird

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field

Grass

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆

STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Leaf Stone on Nuzleaf

Pokémon SoulSilver — Use Leaf Stone on Nuzleaf

Pokémon Diamond — Use Leaf Stone on Nuzleaf

Pokémon Pearl — Use Leaf Stone on Nuzleaf

Pokémon Platinum — Use Leaf Stone on Nuzleaf

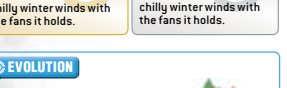
Pokémon HeartGold

It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

Pokémon SoulSilver

It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

EVOLUTION



Seedot → Nuzleaf → Shiftry

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Nasty Plot	Dark	Status	—	—	20	Self	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
49	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

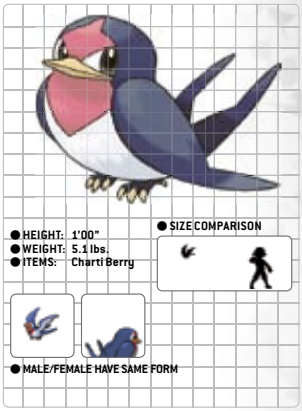
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 276 | TinySwallow Pokémon
Taillow

Normal | Flying



● HEIGHT: 1'00"
● WEIGHT: 5.1 lbs.
● ITEMS: Charti Berry

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Focus Energy	Normal	Status	—	—	30	Self	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Wing Attack	Flying	Physical	60	100	35	Normal	○
19	Double Team	Normal	Status	—	—	15	Self	—
26	Endeavor	Normal	Physical	—	100	5	Normal	○
34	Aerial Ace	Flying	Physical	60	—	20	Normal	○
43	Agility	Psychic	Status	—	—	30	Self	—
53	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Rage	Normal	Physical	20	100	20	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Brave Bird	Flying	Physical	120	100	15	Normal	○

ABILITIES

● Guts

STATS

HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●●

EGG GROUPS

Flying

PERFORMANCE

SPEED ★★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)

Pokémon SoulSilver — Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

Pokémon SoulSilver
When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

EVOLUTION

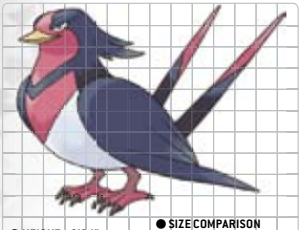


Taillow → Swellow

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No. 277 | Swallow Pokémon
Swellow

Normal / Flying



- HEIGHT: 2'04"
- WEIGHT: 43.7 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Guts

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★
POWER ★★★☆☆
SKILL ★☆
STAMINA ★★★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Taillow to Lv. 22
Pokémon SoulSilver	Level up Taillow to Lv. 22
Pokémon Diamond	Route 213 (use Poké Radar)
Pokémon Pearl	Route 213 (use Poké Radar)
Pokémon Platinum	Route 213 (use Poké Radar)

Pokémon HeartGold
It dives at a steep angle as soon as it spots its prey. It catches its prey with sharp claws.

Pokémon SoulSilver
It dives at a steep angle as soon as it spots its prey. It catches its prey with sharp claws.

EVOLUTION



Taillow → Swellow

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
4	Focus Energy	Normal	Status	—	—	30	Self	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Wing Attack	Flying	Physical	60	100	35	Normal	○
19	Double Team	Normal	Status	—	—	15	Self	—
28	Endeavor	Normal	Physical	—	100	5	Normal	○
38	Aerial Ace	Flying	Physical	60	—	20	Normal	○
49	Agility	Psychic	Status	—	—	30	Self	—
61	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

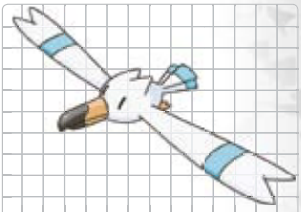
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 278 | Seagull Pokémon
Wingull

Water | Flying



● HEIGHT: 2'00"
● WEIGHT: 20.9 lbs.
● ITEMS: None

● SIZE COMPARISON







● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Supersonic	Normal	Status	—	55	20	Normal	—
11	Wing Attack	Flying	Physical	60	100	35	Normal	○
16	Mist	Ice	Status	—	—	30	2 Allies	—
19	Water Pulse	Water	Special	60	100	20	Normal	—
24	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Roost	Flying	Status	—	—	10	Self	—
34	Pursuit	Dark	Physical	40	100	20	Normal	○
37	Agility	Psychic	Status	—	—	30	Self	—
42	Aerial Ace	Flying	Physical	60	—	20	Normal	○
47	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mist	Ice	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Agility	Psychic	Status	—	—	30	Self	—
Gust	Flying	Special	40	100	35	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Aqua Ring	Water	Status	—	—	20	Self	—
Knock Off	Dark	Physical	20	100	20	Normal	○

● ABILITIES

● Keen Eye

● STATS

HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

● EGG GROUPS

Water 1
Flying

● PERFORMANCE

SPEED ★★★☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Vermilion City (mass outbreak, water surface)

Pokémon SoulSilver — Vermilion City (mass outbreak, water surface)

Pokémon Diamond — Route 213

Pokémon Pearl — Route 213

Pokémon Platinum — Route 213

Pokémon HeartGold

It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

Pokémon SoulSilver

It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

● EVOLUTION



Lv. 25

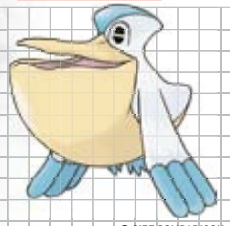


Wingull → Pelipper

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No. 279 | Water Bird Pokémon
Pelipper

Water | Flying



● HEIGHT: 3'11"
● WEIGHT: 61.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS
Water
Flying

PERFORMANCE
SPEED ★★☆
POWER ★★☆☆
SKILL ★★
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Wingull to Lv. 25

Pokémon SoulSilver — Level up Wingull to Lv. 25

Pokémon Diamond — Route 223 (water surface)

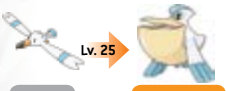
Pokémon Pearl — Route 223 (water surface)

Pokémon Platinum — Route 223 (water surface)

Pokémon HeartGold
It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

Pokémon SoulSilver
It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

EVOLUTION



Wingull → Pelipper

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
6	Supersonic	Normal	Status	—	55	20	Normal	—
11	Wing Attack	Flying	Physical	60	100	35	Normal	○
16	Mist	Ice	Status	—	—	30	2 Allies	—
19	Water Pulse	Water	Special	60	100	20	Normal	—
24	Payback	Dark	Physical	50	100	10	Normal	○
25	Protect	Normal	Status	—	—	10	Self	—
31	Roost	Flying	Status	—	—	10	Self	—
38	Stockpile	Normal	Status	—	—	20	Self	—
38	Swallow	Normal	Status	—	—	10	Self	—
38	Spit Up	Normal	Special	—	100	10	Normal	—
43	Fling	Dark	Physical	—	100	10	Normal	—
50	Tailwind	Flying	Status	—	—	30	2 Allies	—
57	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

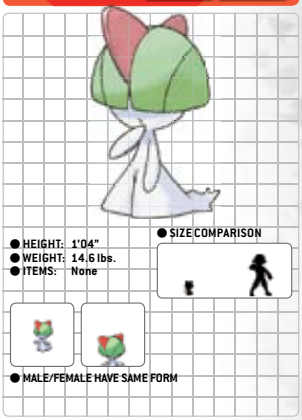
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

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No. 280 | Feeling Pokémon
Ralts

Psychic



● HEIGHT: 1'04"
● WEIGHT: 14.6 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
21	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Calm Mind	Psychic	Status	—	—	20	Self	—
28	Psychic	Psychic	Special	90	100	10	Normal	—
32	Imprison	Psychic	Status	—	—	10	Self	—
34	Future Sight	Psychic	Special	80	90	15	Normal	—
39	Charm	Normal	Status	—	100	20	Normal	—
43	Hypnosis	Psychic	Status	—	60	20	Normal	—
45	Dream Eater	Psychic	Special	100	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Mean Look	Normal	Status	—	—	5	Normal	—
Memento	Dark	Status	—	100	10	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Grudge	Ghost	Status	—	—	5	Self	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Encore	Normal	Status	—	100	5	Normal	—

● ABILITIES
● Synchronize
● Trace

● STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

● EGG GROUPS
Amorphous

● PERFORMANCE
SPEED ★★★☆
POWER ★
SKILL ★★★☆☆
STAMINA ★☆☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN
Pokémon HeartGold Route 34 (mass outbreak)
Pokémon SoulSilver Route 34 (mass outbreak)
Pokémon Diamond Route 203 (use Poké Radar)
Pokémon Pearl Route 203 (use Poké Radar)
Pokémon Platinum Route 208

Pokémon HeartGold
The horns on its head provide a strong power that enables it to sense people's emotions.

Pokémon SoulSilver
The horns on its head provide a strong power that enables it to sense people's emotions.

● EVOLUTION
Ralts → Lv. 20 → Kirlia → Lv. 30 → Gardevoir
Kirlia → Use Dawn Stone on ♂ → Gallade

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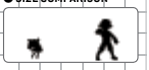
No. 281 | Emotion Pokémon
Kirlia

Psychic



- HEIGHT: 2'07"
- WEIGHT: 44.5 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Synchronize
- Trace

EGG GROUPS
Amorphous

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Ralts to Lv. 20

Pokémon SoulSilver — Level up Ralts to Lv. 20

Pokémon Diamond — Route 203 (occasionally appears when you use Poké Radar)

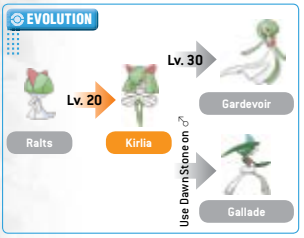
Pokémon Pearl — Route 203 (occasionally appears when you use Poké Radar)

Pokémon Platinum — Route 212, Hearthome City side

Pokémon HeartGold
It has a psychic power that enables it to distort the space around it and see into the future.

Pokémon SoulSilver
It has a psychic power that enables it to distort the space around it and see into the future.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
31	Psychic	Psychic	Special	90	100	10	Normal	—
36	Imprison	Psychic	Status	—	—	10	Self	—
39	Future Sight	Psychic	Special	80	90	15	Normal	—
45	Charm	Normal	Status	—	100	20	Normal	—
50	Hypnosis	Psychic	Status	—	60	20	Normal	—
53	Dream Eater	Psychic	Special	100	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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No. 282 | Embrace Pokémon Gardevoir

Psychic

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Healing Wish	Psychic	Status	—	—	10	Self	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Wish	Normal	Status	—	—	10	Self	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
33	Psychic	Psychic	Special	90	100	10	Normal	—
40	Imprison	Psychic	Status	—	—	10	Self	—
45	Future Sight	Psychic	Special	80	90	15	Normal	—
53	Captivate	Normal	Status	—	100	20	2 Foes	—
60	Hypnosis	Psychic	Status	—	60	20	Normal	—
65	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—



- HEIGHT: 5'03"
- WEIGHT: 106.7 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Synchronize
- Trace

EGG GROUPS
Amorphous

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★★☆	STAMINA	★★
POWER	★☆☆	JUMP	★★★☆
SKILL	★★★★★		

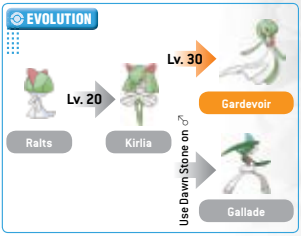
MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Kirlia to Lv. 30
- Pokémon SoulSilver — Level up Kirlia to Lv. 30
- Pokémon Diamond — Level up Kirlia to Lv. 30
- Pokémon Pearl — Level up Kirlia to Lv. 30
- Pokémon Platinum — Level up Kirlia to Lv. 30

Pokémon HeartGold
It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

Pokémon SoulSilver
It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

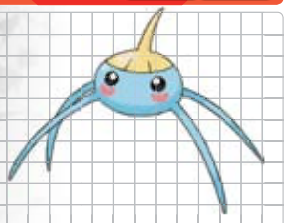
EVOLUTION



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No. 283 | Pond Skater Pokémon
Surskit

Bug | Water



● HEIGHT: 1'08"
● WEIGHT: 3.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swift Swim

EGG GROUPS
Water 1
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Lake Verity (mass outbreak)

Pokémon Pearl — Lake Verity (mass outbreak)

Pokémon Platinum — Route 229 (water surface)

Pokémon HeartGold
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

Pokémon SoulSilver
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
13	Gust	Flying	Special	40	100	35	Normal	—
17	Protect	Normal	Status	—	—	10	Self	—
20	Moonlight	Normal	Status	—	—	5	Self	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Light Screen	Psychic	Status	—	—	30	2 Allies	—
34	Silver Wind	Bug	Special	60	100	5	Normal	—
38	Toxic	Poison	Status	—	85	10	Normal	—
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM59	Endure	Normal	Status	—	—	—	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

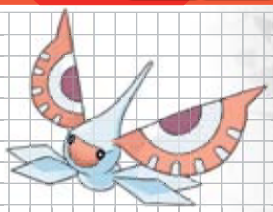
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Foresight	Normal	Status	—	—	40	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Mind Reader	Normal	Status	—	—	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bug Bite	Bug	Physical	60	100	20	Normal	○

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No. 284 | Eyeball Pokémon
Masquerain

Bug | Flying



● HEIGHT: 2'07"
● WEIGHT: 7.9 lbs.
● ITEMS: SilverPowder

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ominous Wind	Ghost	Special	60	100	5	Normal	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
19	Water Sport	Water	Status	—	—	15	All	—
22	Gust	Flying	Special	40	100	35	Normal	—
26	Scary Face	Normal	Status	—	90	10	Normal	—
33	Stun Spore	Grass	Status	—	75	30	Normal	—
40	Silver Wind	Bug	Special	60	100	5	Normal	—
47	Air Slash	Flying	Special	75	95	20	Normal	—
54	Whirlwind	Normal	Status	—	100	20	Normal	—
61	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

ABILITIES

● Intimidate

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS

Water 1

Bug

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★★

STAMINA ★★★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Meadow Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Meadow Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Surskit to Lv. 22

Pokémon Pearl — Level up Surskit to Lv. 22

Pokémon Platinum — Route 229 (water surface)

Pokémon HeartGold

It flaps its four wings to hover and fly freely in any direction--to and fro and sideways.

Pokémon SoulSilver

It flaps its four wings to hover and fly freely in any direction--to and fro and sideways.

EVOLUTION



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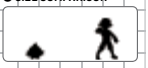
No. 285 | Mushroom Pokémon
Shroomish

Grass



- HEIGHT: 1'04"
- WEIGHT: 9.9 lbs.
- ITEMS: Kebia Berry

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Effect Spore
- Poison Heal

EGG GROUPS

Fairy

Grass

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Viridian Forest (use Headbutt)

Pokémon SoulSilver — Viridian Forest (use Headbutt)

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold

If it senses danger, it scatters spores from the top of its head to protect itself.

Pokémon SoulSilver

If it senses danger, it scatters spores from the top of its head to protect itself.

EVOLUTION



Lv. 23

Shroomish → Breloom

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
9	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Mega Drain	Grass	Special	40	100	15	Normal	—
21	Headbutt	Normal	Physical	70	100	15	Normal	○
25	PoisonPowder	Poison	Status	—	75	35	Normal	—
29	Worry Seed	Grass	Status	—	100	10	Normal	—
33	Growth	Normal	Status	—	—	40	Self	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Seed Bomb	Grass	Physical	80	100	15	Normal	—
45	Spore	Grass	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fake Tears	Dark	Status	—	100	20	Normal	—
Swagger	Normal	Status	—	90	15	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
False Swipe	Normal	Physical	40	100	40	Normal	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

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No. 286 | Mushroom Pokémon
Breloom

Grass | Fighting

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
9	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Mega Drain	Grass	Special	40	100	15	Normal	—
21	Headbutt	Normal	Physical	70	100	15	Normal	○
23	Mach Punch	Fighting	Physical	40	100	30	Normal	○
25	Counter	Fighting	Physical	—	100	20	Self	○
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
33	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
37	Mind Reader	Normal	Status	—	—	5	Normal	—
41	Seed Bomb	Grass	Physical	80	100	15	Normal	—
45	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVE MANIAC

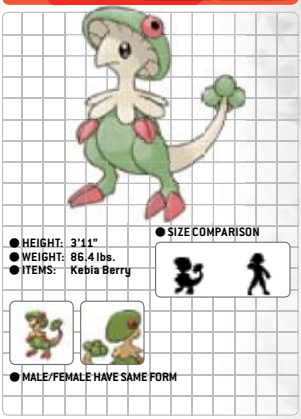
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 3'11"
- WEIGHT: 86.4 lbs.
- ITEMS: Kebia Berry

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Effect Spore
- Poison Heal

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Fairy

Grass

PERFORMANCE

SPEED ★★☆☆
POWER ★★★☆
SKILL ★★★☆☆
STAMINA ★★★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Shroomish to Lv. 23

Pokémon Pearl — Level up Shroomish to Lv. 23

Pokémon Platinum — Level up Shroomish to Lv. 23

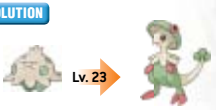
Pokémon HeartGold

It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

Pokémon SoulSilver

It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

EVOLUTION



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No. 287 | Slacker Pokémon
Slakoth

Normal



● HEIGHT: 2'07"
● WEIGHT: 52.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Truant

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★☆
POWER ★☆
SKILL ★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 25 (use Headbutt on four trees in the northwest)

Pokémon SoulSilver — Route 25 (use Headbutt on four trees in the northwest)

Pokémon Diamond — Eterna Forest (mass outbreak)

Pokémon Pearl — Eterna Forest (mass outbreak)

Pokémon Platinum — Eterna Forest (mass outbreak)

Pokémon HeartGold
The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

Pokémon SoulSilver
The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

EVOLUTION



Slakoth → Vigoroth → Slaking

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Yawn	Normal	Status	—	—	10	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Slack Off	Normal	Status	—	—	10	Self	—
19	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Covet	Normal	Physical	40	100	40	Normal	○
37	Counter	Fighting	Physical	—	100	20	Self	○
43	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○

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No. 288 | Wild Monkey Pokémon
Vigoroth

Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Encore	Normal	Status	—	100	5	Normal	—
1	Uproar	Normal	Special	50	100	10	1 Random	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Uproar	Normal	Special	50	100	10	1 Random	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Endure	Normal	Status	—	—	10	Self	—
31	Slash	Normal	Physical	70	100	20	Normal	○
37	Counter	Fighting	Physical	—	100	20	Self	○
43	Focus Punch	Fighting	Physical	150	100	20	Normal	○
49	Reversal	Fighting	Physical	—	100	15	Normal	○

MOVE MANIAC

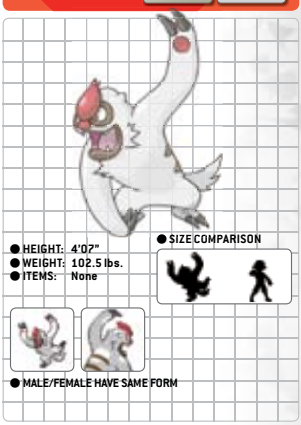
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 4'07"
- WEIGHT: 102.5 lbs.
- ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Vital Spirit

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆☆
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Slakoth to Lv. 18

Pokémon Pearl — Level up Slakoth to Lv. 18

Pokémon Platinum — Level up Slakoth to Lv. 18

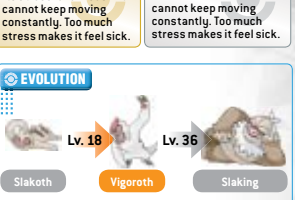
Pokémon HeartGold

Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

Pokémon SoulSilver

Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

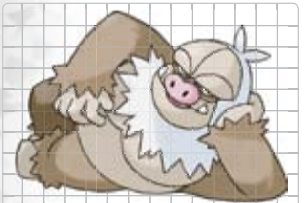
EVOLUTION



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No. 289 | Lazy Pokémon
Slaking

Normal



● HEIGHT: 6'07"
● WEIGHT: 287.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Truant

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field

PERFORMANCE

SPEED ★
POWER ★★★★★
SKILL ★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Vigoroth to Lv. 36

Pokémon SoulSilver — Level up Vigoroth to Lv. 36

Pokémon Diamond — Level up Vigoroth to Lv. 36

Pokémon Pearl — Level up Vigoroth to Lv. 36

Pokémon Platinum — Level up Vigoroth to Lv. 36

Pokémon HeartGold

The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

Pokémon SoulSilver

The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

EVOLUTION



Slakoth — Lv. 18 — Vigoroth — Lv. 36 — Slaking

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
1	Slack Off	Normal	Status	—	—	10	Self	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Slack Off	Normal	Status	—	—	10	Self	—
19	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Covet	Normal	Physical	40	100	40	Normal	○
36	Swagger	Normal	Status	—	90	15	Normal	—
37	Counter	Fighting	Physical	—	100	20	Self	○
43	Flail	Normal	Physical	—	100	15	Normal	○
49	Fling	Dark	Physical	—	100	10	Normal	—
55	Punishment	Dark	Physical	—	100	5	Normal	○
61	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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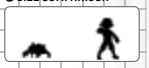
No. 290 | Trainee Pokémon
Nincada

Bug | Ground



● HEIGHT: 1'08"
● WEIGHT: 12.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status	—	—	5	Normal	—
25	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Mud-Slap	Ground	Special	20	100	10	Normal	—
38	Metal Claw	Steel	Physical	50	95	35	Normal	○
45	Dig	Ground	Physical	80	100	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Endure	Normal	Status	—	—	10	Self	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Gust	Flying	Special	40	100	35	Normal	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○

● ABILITIES

● Compoundeyes

● STATS

HP ●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

● EGG GROUPS

Bug

● PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday, Saturday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday, Saturday)

Pokémon Diamond — Eterna Forest (use Poké Radar)

Pokémon Pearl — Eterna Forest (use Poké Radar)

Pokémon Platinum — Eterna Forest (use Poké Radar)

Pokémon HeartGold

It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

Pokémon SoulSilver

It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

● EVOLUTION



Lv. 22 → Ninjask



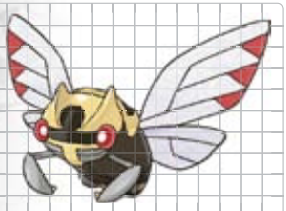
Nincada → Have at least one free space in your party and a Poké Ball → Shedinja

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No. 291 Ninjask

Ninja Pokémon

Bug / Flying



- HEIGHT: 2'07"
- WEIGHT: 26.5 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES

- Speed Boost

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●●●

EGG GROUPS

Bug

PERFORMANCE

SPEED ★★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Nincada to Lv. 20

Pokémon SoulSilver — Level up Nincada to Lv. 20

Pokémon Diamond — Level up Nincada to Lv. 20

Pokémon Pearl — Level up Nincada to Lv. 20

Pokémon Platinum — Level up Nincada to Lv. 20

Pokémon HeartGold

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

Pokémon SoulSilver

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

EVOLUTION



Lv. 22 → Ninjask



Nincada

Have at least one free space in your party and a Poké Ball



Shedinja

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status	—	—	5	Normal	—
20	Double Team	Normal	Status	—	—	15	Self	—
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
20	Screech	Normal	Status	—	85	40	Normal	—
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Slash	Normal	Physical	70	100	20	Normal	○
38	Agility	Psychic	Status	—	—	30	Self	—
45	Baton Pass	Normal	Status	—	—	40	Self	—
52	X-Scissor	Bug	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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Pokémon Moves

No. 292 | Shed Pokémon
Shedinja

Bug | Ghost

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status	—	—	5	Normal	—
25	Spite	Ghost	Status	—	100	10	Normal	—
31	Confuse Ray	Ghost	Status	—	100	10	Normal	—
38	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
45	Grudge	Ghost	Status	—	—	5	Self	—
52	Heal Block	Psychic	Status	—	100	15	2 Foes	—
59	Shadow Ball	Ghost	Special	80	100	15	Normal	—

MOVE MANIAC

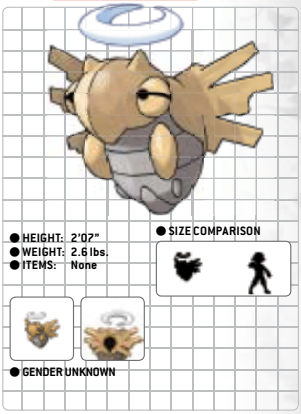
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○



- HEIGHT: 2'07"
- WEIGHT: 2.6 lbs.
- ITEMS: None

SIZE COMPARISON

GENDER UNKNOWN

ABILITIES

- Wonder Guard

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Mineral

PERFORMANCE

SPEED ★★
POWER ★☆☆
SKILL ★☆☆
STAMINA ★★★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

Pokémon SoulSilver — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

Pokémon Diamond — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

Pokémon Pearl — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

Pokémon Platinum — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

Pokémon HeartGold

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

Pokémon SoulSilver

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

EVOLUTION



Lv. 22 — Ninjask



Nincada — Have at least one free space in your party and a Poké Ball — Shedinja

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No. 293 | Whisper Pokémon
Whismur

Normal



● HEIGHT: 2'00"
● WEIGHT: 35.9 lbs.
● ITEMS: Chesto Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Soundproof

STATS
HP ●●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

EGG GROUPS
Monster
Field

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆☆☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 30 (Hoenn Sound)

Pokémon SoulSilver — Route 30 (Hoenn Sound)

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold

If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

Pokémon SoulSilver

If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

EVOLUTION



Whismur — Lv. 20 — Loudred — Lv. 40 — Exploud

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status	—	—	40	Self	—
21	Supersonic	Normal	Status	—	55	20	Normal	—
25	Stomp	Normal	Physical	65	100	20	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
35	Roar	Normal	Status	—	100	20	Normal	—
41	Rest	Psychic	Status	—	—	10	Self	—
41	Sleep Talk	Normal	Status	—	—	10	Depends	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swagger	Normal	Status	—	90	15	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
SmokeScreen	Normal	Status	—	100	20	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

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No. 294 | Big Voice Pokémon
Loudred

Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Howl	Normal	Status	—	—	40	Self	—
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status	—	—	40	Self	—
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Supersonic	Normal	Status	—	55	20	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
37	Screech	Normal	Status	—	85	40	Normal	—
43	Roar	Normal	Status	—	100	20	Normal	—
51	Rest	Psychic	Status	—	—	10	Self	—
51	Sleep Talk	Normal	Status	—	—	10	Depends	—
57	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

MOVE MANIAC

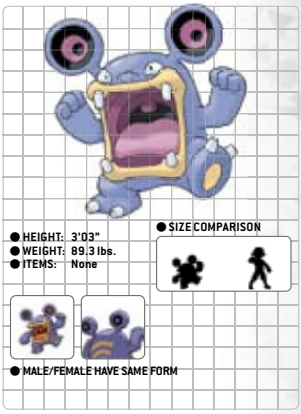
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 3'03"
- WEIGHT: 89.3 lbs.
- ITEMS: None

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Soundproof

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●

EGG GROUPS
Monster
Field

PERFORMANCE

SPEED	★★★☆	STAMINA	★★★☆
POWER	★★★☆	JUMP	★★☆
SKILL	★★★★		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Level up Whismur to Lv. 20
- Pokémon SoulSilver: Level up Whismur to Lv. 20
- Pokémon Diamond: Mt. Coronet exterior (use Poké Radar)
- Pokémon Pearl: Mt. Coronet exterior (use Poké Radar)
- Pokémon Platinum: Mt. Coronet exterior (use Poké Radar)

Pokémon HeartGold
It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

Pokémon SoulSilver
It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

EVOLUTION



Whismur → Loudred (Lv. 20) → Exploud (Lv. 40)

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No. 295 | Loud Noise Pokémon
Exploud

Normal



- HEIGHT: 4'11"
- WEIGHT: 185.2 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Soundproof

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Monster

Field

PERFORMANCE

SPEED ★★★
POWER ★★★★
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Level up Loudred to Lv. 40
- **Pokémon SoulSilver** — Level up Loudred to Lv. 40
- **Pokémon Diamond** — Level up Loudred to Lv. 40
- **Pokémon Pearl** — Level up Loudred to Lv. 40
- **Pokémon Platinum** — Level up Loudred to Lv. 40

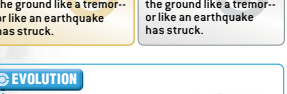
Pokémon HeartGold

Its roar in battle shakes the ground like a tremor--or like an earthquake has struck.

Pokémon SoulSilver

Its roar in battle shakes the ground like a tremor--or like an earthquake has struck.

EVOLUTION



Whismur (Lv. 20) → Loudred (Lv. 40) → Exploud

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Howl	Normal	Status	—	—	40	Self	—
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status	—	—	40	Self	—
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Supersonic	Normal	Status	—	55	20	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
37	Screech	Normal	Status	—	85	40	Normal	—
40	Crunch	Dark	Physical	80	100	15	Normal	○
45	Roar	Normal	Status	—	100	20	Normal	—
55	Rest	Psychic	Status	—	—	10	Self	—
55	Sleep Talk	Normal	Status	—	—	10	Depends	—
63	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
71	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 296 | Guts Pokémon
Makuhita

Fighting



● HEIGHT: 3'03"
● WEIGHT: 190.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
10	Vital Throw	Fighting	Physical	70	—	10	Normal	○
13	Fake Out	Normal	Physical	40	100	10	Normal	○
16	Whirlwind	Normal	Status	—	100	20	Normal	—
19	Knock Off	Dark	Physical	20	100	20	Normal	○
22	SmellingSalt	Normal	Physical	60	100	10	Normal	○
25	Belly Drum	Normal	Status	—	—	10	Self	—
28	Force Palm	Fighting	Physical	60	100	10	Normal	○
31	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Endure	Normal	Status	—	—	10	Self	—
40	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Detect	Fighting	Status	—	—	5	Self	—
Foresight	Normal	Status	—	—	40	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Revenge	Fighting	Physical	60	100	10	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

ABILITIES

● Thick Fat
● Guts

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

Human-Like

PERFORMANCE

SPEED ★★★
POWER ★★★☆☆
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Union Cave (Hoenn Sound)

Pokémon SoulSilver — Union Cave (Hoenn Sound)

Pokémon Diamond — Route 225 (mass outbreak)

Pokémon Pearl — Route 225 (mass outbreak)

Pokémon Platinum — Route 225 (mass outbreak)

Pokémon HeartGold

It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

Pokémon SoulSilver

It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

EVOLUTION



Makuhita → Hariyama

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No. 297 | Arm Thrust Pokémon

Hariyama

Fighting



● HEIGHT: 7'02"
● WEIGHT: 559.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Thick Fat
● Guts

EGG GROUPS

Human-Like

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE

SPEED ★★
POWER ★★★★★
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Makuhita to Lv. 24

Pokémon SoulSilver — Level up Makuhita to Lv. 24

Pokémon Diamond — Level up Makuhita to Lv. 24

Pokémon Pearl — Level up Makuhita to Lv. 24

Pokémon Platinum — Level up Makuhita to Lv. 24

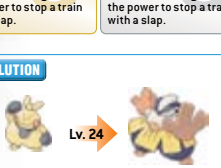
Pokémon HeartGold

It loves challenging others to tests of strength. It has the power to stop a train with a slap.

Pokémon SoulSilver

It loves challenging others to tests of strength. It has the power to stop a train with a slap.

EVOLUTION



Makuhita → Hariyama

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Brine	Water	Special	65	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
10	Vital Throw	Fighting	Physical	70	—	10	Normal	○
13	Fake Out	Normal	Physical	40	100	10	Normal	○
16	Whirlwind	Normal	Status	—	100	20	Normal	—
19	Knock Off	Dark	Physical	20	100	20	Normal	○
22	SmellingSalt	Normal	Physical	60	100	10	Normal	○
27	Belly Drum	Normal	Status	—	—	10	Self	—
32	Force Palm	Fighting	Physical	60	100	10	Normal	○
37	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
42	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
47	Endure	Normal	Status	—	—	10	Self	—
52	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
HM04	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 298 Azurill

Polka Dot Pokémon

Normal

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
2	Charm	Normal	Status	—	100	20	Normal	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Bubble	Water	Special	20	100	30	2 Foes	—
15	Slam	Normal	Physical	80	75	20	Normal	○
18	Water Gun	Water	Special	40	100	25	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

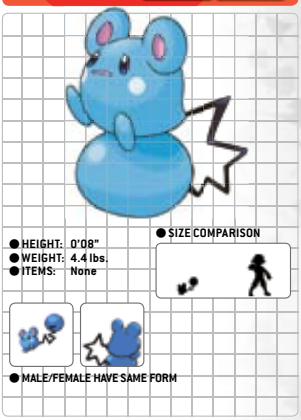
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Sing	Normal	Status	—	55	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Slam	Normal	Physical	80	75	20	Normal	○
Tickle	Normal	Status	—	100	20	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○



- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Thick Fat
- Huge Power

STATS

HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★☆
POWER ★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Pastoria Great Marsh

Pokémon Pearl — Pastoria Great Marsh

Pokémon Platinum — Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

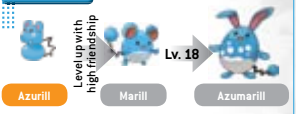
Pokémon HeartGold

Its tail is packed full of the nutrients it needs to grow.

Pokémon SoulSilver

Its tail is packed full of the nutrients it needs to grow.

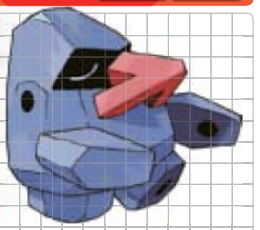
EVOLUTION



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No. 299 | Compass Pokémon
Nosepass

Rock



● HEIGHT: 3'03"
● WEIGHT: 213.8 lbs.
● ITEMS: Hard Stone

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Sturdy
● Magnet Pull

STATS

HP ●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●

EGG GROUPS

Mineral

PERFORMANCE

SPEED ★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Route 206 (mass outbreak)

Pokémon Pearl — Route 206 (mass outbreak)

Pokémon Platinum — Mt. Coronet

Pokémon HeartGold: If two of these meet, they cannot get too close because their noses repel each other.

Pokémon SoulSilver: If two of these meet, they cannot get too close because their noses repel each other.

EVOLUTION



*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Pokémon Diamond*, *Pearl*, or *Platinum Version*.

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
7	Harden	Normal	Status	—	—	30	Self	—
13	Rock Throw	Rock	Physical	50	90	15	Normal	—
19	Block	Normal	Status	—	—	5	Normal	—
25	Thunder Wave	Electric	Status	—	100	20	Normal	—
31	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
37	Sandstorm	Rock	Status	—	—	10	All	—
43	Rest	Psychic	Status	—	—	10	Self	—
49	Power Gem	Rock	Special	70	100	20	Normal	—
55	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
61	Stone Edge	Rock	Physical	100	80	5	Normal	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Lock-On	Normal	Status	—	—	5	Normal	—
79	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	ThunderWave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

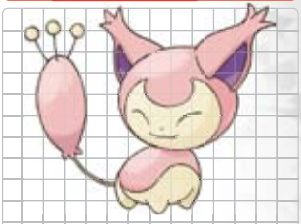
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Rollout	Rock	Physical	30	90	20	Normal	○
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Block	Normal	Status	—	—	5	Normal	—

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Pokémon Moves

No. 300 | Kitten Pokémon
Skitty

Normal



● HEIGHT: 2'00"
● WEIGHT: 24.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Foresight	Normal	Status	—	—	40	Normal	—
8	Attract	Normal	Status	—	100	15	Normal	—
11	Sing	Normal	Status	—	55	15	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Copycat	Normal	Status	—	—	20	Depends	—
22	Assist	Normal	Status	—	—	20	Depends	—
25	Charm	Normal	Status	—	100	20	Normal	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
32	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
36	Covet	Normal	Physical	40	100	40	Normal	○
39	Heal Bell	Normal	Status	—	—	5	All Allies	—
42	Double-Edge	Normal	Physical	120	100	15	Normal	○
46	Captivate	Normal	Status	—	100	20	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Psych Up	Normal	Status	—	—	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Baton Pass	Normal	Status	—	—	40	Self	—
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	—

● ABILITIES

● Cute Charm
● Normalize

● STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

● EGG GROUPS

Field
Fairy

● PERFORMANCE

SPEED ★★★★☆
POWER ★★★
SKILL ★★★
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Hoenn Field, Pokéwalker Route
Pokémon SoulSilver — Hoenn Field, Pokéwalker Route
Pokémon Diamond — Route 222 (mass outbreak)
Pokémon Pearl — Route 222 (mass outbreak)
Pokémon Platinum — Route 222 (mass outbreak)

Pokémon HeartGold
It's adorable when it chases its own tail. It's difficult to earn its trust.

Pokémon SoulSilver
It's adorable when it chases its own tail. It's difficult to earn its trust.

● EVOLUTION



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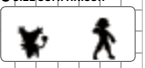
No. 301 | Prim Pokémon
Delcatty

Normal



- HEIGHT: 3'07"
- WEIGHT: 71.9 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Cute Charm
- Normalize

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field

Fairy

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Use Moon Stone on Skitty
- Pokémon SoulSilver: Use Moon Stone on Skitty
- Pokémon Diamond: Use Moon Stone on Skitty
- Pokémon Pearl: Use Moon Stone on Skitty
- Pokémon Platinum: Use Moon Stone on Skitty

Pokémon HeartGold

It dislikes dirty places. It often searches for a comfortable place in which to groom itself.

Pokémon SoulSilver

It dislikes dirty places. It often searches for a comfortable place in which to groom itself.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Attract	Normal	Status	—	100	15	Normal	—
1	Sing	Normal	Status	—	55	15	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 302 | Darkness Pokémon
Sableye

Dark | Ghost



● HEIGHT: 1'08"
● WEIGHT: 24.3 lbs.
● ITEMS: None

● SIZE COMPARISON







● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
4	Foresight	Normal	Status	—	—	40	Normal	—
8	Night Shade	Ghost	Special	—	100	15	Normal	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
18	Fake Out	Normal	Physical	40	100	10	Normal	○
22	Detect	Fighting	Status	—	—	5	Self	—
25	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
29	Knock Off	Dark	Physical	20	100	20	Normal	○
32	Faint Attack	Dark	Physical	60	—	20	Normal	○
36	Punishment	Dark	Physical	—	100	5	Normal	○
39	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
43	Power Gem	Rock	Special	70	100	20	Normal	—
46	Confuse Ray	Ghost	Status	—	100	10	Normal	—
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Shadow Ball	Ghost	Special	80	100	15	Normal	—
57	Mean Look	Normal	Status	—	—	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psych Up	Normal	Status	—	—	10	Normal	—
Recover	Normal	Status	—	—	10	Self	—
Moonlight	Normal	Status	—	—	5	Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Feint	Normal	Physical	50	100	10	Normal	—

● ABILITIES

● Keen Eye
● Stall

● EGG GROUPS

Human-Like

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

● PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 9 (mass outbreak)

Pokémon SoulSilver — —

Pokémon Diamond — Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

Pokémon SoulSilver

It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

● EVOLUTION

Does not evolve

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No. 303 | Deceiver Pokémon
Mawile

Steel



- HEIGHT: 2'00"
- WEIGHT: 25.4 lbs.
- ITEMS: Occa Berry

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Hyper Cutter
- Intimidate

STATS

HP	●●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS

Field

Fairy

PERFORMANCE

SPEED	★★★★	STAMINA	★★★★
POWER	★★★☆☆	JUMP	★★☆
SKILL	★★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 9 (mass outbreak)

Pokémon Diamond Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Pearl Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Platinum Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

Pokémon SoulSilver

It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
6	Fake Tears	Dark	Status	—	100	20	Normal	—
11	Bite	Dark	Physical	60	100	25	Normal	○
16	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
21	ViceGrip	Normal	Physical	55	100	30	Normal	○
26	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Baton Pass	Normal	Status	—	—	40	Self	—
36	Crunch	Dark	Physical	80	100	15	Normal	○
41	Iron Defense	Steel	Status	—	—	15	Self	—
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
51	Stockpile	Normal	Status	—	—	20	Self	—
51	Swallow	Normal	Status	—	—	10	Self	—
51	Spit Up	Normal	Special	—	100	10	Normal	—
56	Iron Head	Steel	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Super Fang	Normal	Physical	—	90	10	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
False Swipe	Normal	Physical	40	100	40	Normal	○
Poison Fang	Poison	Physical	50	100	15	Normal	○
Psych Up	Normal	Status	—	—	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Guard Swap	Psychic	Status	—	—	10	Normal	—

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Pokémon Moves

No. 304 | Iron Armor Pokémon

Aron

Steel | Rock

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
32	Protect	Normal	Status	—	—	10	Self	—
36	Metal Sound	Steel	Status	—	85	40	Normal	—
39	Iron Tail	Steel	Physical	100	75	15	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○
46	Metal Burst	Steel	Physical	—	100	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

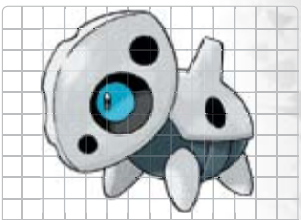
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

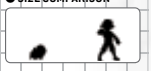
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Endeavor	Normal	Physical	—	100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Screech	Normal	Status	—	85	40	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Head Smash	Rock	Physical	150	80	5	Normal	○



- HEIGHT: 1'04"
- WEIGHT: 132.3 lbs.
- ITEMS: Hard Stone

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Sturdy
- Rock Head

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

Monster

PERFORMANCE

SPEED ★★★
POWER ★★★★
SKILL ★★☆
STAMINA ★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Fuego Ironworks (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Fuego Ironworks (use Poké Radar)

Pokémon HeartGold

When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

Pokémon SoulSilver

When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

EVOLUTION



Aron → Lairon → Aggron

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No. 305 | Iron Armor Pokémon
Lairon

Steel | Rock



● HEIGHT: 2'11"
● WEIGHT: 264.6 lbs.
● ITEMS: Hard Stone

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Sturdy
● Rock Head

STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Monster

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Peak Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Peak Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Aron to Lv. 32

Pokémon Pearl — —

Pokémon Platinum — Level up Aron to Lv. 32

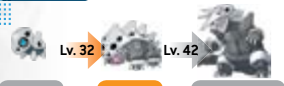
Pokémon HeartGold

It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

Pokémon SoulSilver

It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

EVOLUTION



Aron → Lairon → Aggron

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
34	Protect	Normal	Status	—	—	10	Self	—
40	Metal Sound	Steel	Status	—	85	40	Normal	—
45	Iron Tail	Steel	Physical	100	75	15	Normal	○
51	Double-Edge	Normal	Physical	120	100	15	Normal	○
56	Metal Burst	Steel	Physical	—	100	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 306 | Iron Armor Pokémon
Aggron

Steel | Rock



● HEIGHT: 6'11"
● WEIGHT: 793.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
34	Protect	Normal	Status	—	—	10	Self	—
40	Metal Sound	Steel	Status	—	85	40	Normal	—
48	Iron Tail	Steel	Physical	100	75	15	Normal	○
57	Double-Edge	Normal	Physical	120	100	15	Normal	○
65	Metal Burst	Steel	Physical	—	100	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES
● Sturdy
● Rock Head

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Monster

PERFORMANCE
SPEED ★☆
POWER ★★★★★
SKILL ★★★★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Lairon to Lv. 42

Pokémon SoulSilver — Level up Lairon to Lv. 42

Pokémon Diamond — Level up Lairon to Lv. 42

Pokémon Pearl — —

Pokémon Platinum — Level up Lairon to Lv. 42

Pokémon HeartGold
You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

Pokémon SoulSilver
You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

EVOLUTION



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No. 307 | Meditate Pokémon
Meditite

Fighting | Psychic



● HEIGHT: 2'00"
● WEIGHT: 24.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Ears are higher on head

● FEMALE FORM
Ears are lower on head

ABILITIES
● Pure Power

EGG GROUPS
Human-Like

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★
POWER ★★
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Sprout Tower (Sinnoh Sound)

Pokémon SoulSilver — Sprout Tower (Sinnoh Sound)

Pokémon Diamond — Route 211

Pokémon Pearl — Route 211

Pokémon Platinum — Route 211

Pokémon HeartGold
It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

Pokémon SoulSilver
It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

EVOLUTION



Lv. 37



Meditite → Medicham

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bide	Normal	Physical	—	—	10	Self	○
4	Meditate	Psychic	Status	—	—	40	Self	—
8	Confusion	Psychic	Special	50	100	25	Normal	—
11	Detect	Fighting	Status	—	—	5	Self	—
15	Hidden Power	Normal	Special	—	100	15	Normal	—
18	Mind Reader	Normal	Status	—	—	5	Normal	—
22	Feint	Normal	Physical	50	100	10	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status	—	—	10	Normal	—
39	Power Trick	Psychic	Status	—	—	10	Self	—
43	Reversal	Fighting	Physical	—	100	15	Normal	○
46	Recover	Normal	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Baton Pass	Normal	Status	—	—	40	Self	—
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Power Swap	Psychic	Status	—	—	10	Normal	—
Guard Swap	Psychic	Status	—	—	10	Normal	—
Psycho Cut	Psychic	Physical	70	100	20	Normal	—
Bullet Punch	Steel	Physical	40	100	30	Normal	○

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No. 308 | Meditate Pokémon
Medicham

Fighting | Psychic



- HEIGHT: 4'03"
- WEIGHT: 69.4 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE FORM
Bigger extensions on head



- FEMALE FORM
Smaller extensions on head

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	Bide	Normal	Physical	—	—	10	Self	○
1	Meditate	Psychic	Status	—	—	40	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Detect	Fighting	Status	—	—	5	Self	—
4	Meditate	Psychic	Status	—	—	40	Self	—
8	Confusion	Psychic	Special	50	100	25	Normal	—
11	Detect	Fighting	Status	—	—	5	Self	—
15	Hidden Power	Normal	Special	—	100	15	Normal	—
18	Mind Reader	Normal	Status	—	—	5	Normal	—
22	Feint	Normal	Physical	50	100	10	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status	—	—	10	Normal	—
42	Power Trick	Psychic	Status	—	—	10	Self	—
49	Reversal	Fighting	Physical	—	100	15	Normal	○
55	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
- Pure Power

EGG GROUPS
Human-Like

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★
POWER ★★
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 217

Pokémon Pearl — Route 217

Pokémon Platinum — Mt. Coronet

Pokémon HeartGold
It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

Pokémon SoulSilver
It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

EVOLUTION



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No. 309 | Lightning Pokémon
Electrike

Electric



● HEIGHT: 2'00"
● WEIGHT: 33.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Static
● Lightningrod

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆☆☆
STAMINA ★★☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Valley Windworks (mass outbreak)

Pokémon Pearl — Valley Windworks (mass outbreak)

Pokémon Platinum — Valley Windworks (mass outbreak)

Pokémon HeartGold
It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

Pokémon SoulSilver
It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

EVOLUTION



Electrike — Lv. 26 — Manectric

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
12	Howl	Normal	Status	—	—	40	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Spark	Electric	Physical	65	100	20	Normal	○
25	Odor Sleuth	Normal	Status	—	—	40	Normal	—
28	Bite	Dark	Physical	60	100	25	Normal	○
33	Thunder Fang	Electric	Physical	65	95	15	Normal	○
36	Roar	Normal	Status	—	100	20	Normal	—
41	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
44	Charge	Electric	Status	—	—	20	Self	—
49	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Curse	???	Status	—	—	10	Normal/Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Switcheroo	Dark	Status	—	100	10	Normal	—

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No. 310 Discharge Pokémon
Manectric

Electric

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Howl	Normal	Status	—	—	40	Self	—
4	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
12	Howl	Normal	Status	—	—	40	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Spark	Electric	Physical	65	100	20	Normal	○
25	Odor Sleuth	Normal	Status	—	—	40	Normal	—
30	Bite	Dark	Physical	60	100	25	Normal	○
37	Thunder Fang	Electric	Physical	65	95	15	Normal	○
42	Roar	Normal	Status	—	100	20	Normal	—
49	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
54	Charge	Electric	Status	—	—	20	Self	—
61	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

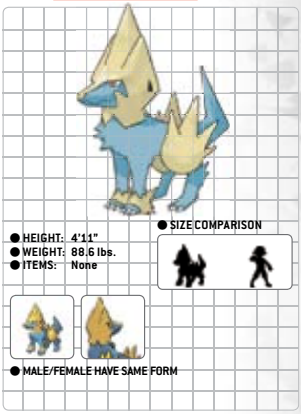
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○



- HEIGHT: 4'11"
- WEIGHT: 88.6 lbs.
- ITEMS: None

SIZE COMPARISON

- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Static
- Lightningrod

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★
SKILL ★★★★
STAMINA ★★★
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Electrike to Lv. 26

Pokémon Pearl — Level up Electrike to Lv. 26

Pokémon Platinum — Level up Electrike to Lv. 26

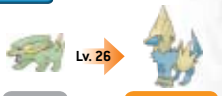
Pokémon HeartGold

Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

Pokémon SoulSilver

Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

EVOLUTION



Electrike → Manectric

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No. 311 Plusle

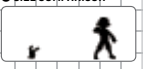
Cheering Pokémon

Electric



- HEIGHT: 1'04"
- WEIGHT: 9.3 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

- Plus

STATS

HP	●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●●

EGG GROUPS

Fairy

PERFORMANCE

SPEED	★★★★	STAMINA	★★☆
POWER	★★	JUMP	★★★☆
SKILL	★★		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 29 (Hoenn Sound)

Pokémon SoulSilver — Route 29 (Hoenn Sound)

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold

It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

Pokémon SoulSilver

It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Thunder Wave	Electric	Status	—	100	20	Normal	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Spark	Electric	Physical	65	100	20	Normal	○
17	Encore	Normal	Status	—	100	5	Normal	—
21	Fake Tears	Dark	Status	—	100	20	Normal	—
24	Copycat	Normal	Status	—	—	20	Depends	—
29	Swift	Normal	Special	60	—	20	2 Foes	—
31	Fake Tears	Dark	Status	—	100	20	Normal	—
35	Charge	Electric	Status	—	—	20	Self	—
38	Thunder	Electric	Special	120	70	10	Normal	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Last Resort	Normal	Physical	130	100	5	Normal	○
51	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Substitute	Normal	Status	—	—	10	Self	—
Wish	Normal	Status	—	—	10	Self	—
Sing	Normal	Status	—	55	15	Normal	—
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

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No. 312 | Cheering Pokémon
Minun

Electric



● HEIGHT: 1'04"
● WEIGHT: 9.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Thunder Wave	Electric	Status	—	100	20	Normal	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Spark	Electric	Physical	65	100	20	Normal	○
17	Encore	Normal	Status	—	100	5	Normal	—
21	Charm	Normal	Status	—	100	20	Normal	—
24	Copycat	Normal	Status	—	—	20	Depends	—
29	Swift	Normal	Special	60	—	20	2 Foes	—
31	Fake Tears	Dark	Status	—	100	20	Normal	—
35	Charge	Electric	Status	—	—	20	Self	—
38	Thunder	Electric	Special	120	70	10	Normal	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Trump Card	Normal	Special	—	—	5	Normal	○
51	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Substitute	Normal	Status	—	—	10	Self	—
Wish	Normal	Status	—	—	10	Self	—
Sing	Normal	Status	—	55	15	Normal	—
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● ABILITIES
● Minus

● EGG GROUPS
Fairy

● STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

● PERFORMANCE
SPEED ★★★★
POWER ★★
SKILL ★★
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 29 (Hoenn Sound)

Pokémon SoulSilver — Route 29 (Hoenn Sound)

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

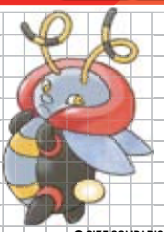
Pokémon SoulSilver
Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

● EVOLUTION
Does not evolve

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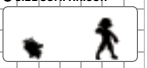
No. 313 | Firefly Pokémon
Volbeat

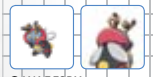
Bug



- HEIGHT: 2'04"
- WEIGHT: 39.0 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM

ABILITIES
- Illuminate
- Swarm

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Bug

Human-Like

PERFORMANCE
SPEED ★★★☆
POWER ★★★
SKILL ★★
STAMINA ★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

Pokémon Diamond — Route 229

Pokémon Pearl — Route 229

Pokémon Platinum — Route 229

Pokémon HeartGold
It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

Pokémon SoulSilver
It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Flash	Normal	Status	—	100	20	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Double Team	Normal	Status	—	—	15	Self	—
9	Confuse Ray	Ghost	Status	—	100	10	Normal	—
13	Moonlight	Normal	Status	—	—	5	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
21	Tail Glow	Bug	Status	—	—	20	Self	—
25	Signal Beam	Bug	Special	75	100	15	Normal	—
29	Protect	Normal	Status	—	—	10	Self	—
33	Helping Hand	Normal	Status	—	—	20	1 Ally	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	—
45	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—

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No. 314 | Firefly Pokémon
Illumise

Bug



● HEIGHT: 2'00"
● WEIGHT: 39.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Charm	Normal	Status	—	100	20	Normal	—
13	Moonlight	Normal	Status	—	—	5	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
21	Wish	Normal	Status	—	—	10	Self	—
25	Encore	Normal	Status	—	100	5	Normal	—
29	Flatter	Dark	Status	—	100	15	Normal	—
33	Helping Hand	Normal	Status	—	—	20	1 Ally	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	—
45	Covet	Normal	Physical	40	100	40	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Encore	Normal	Status	—	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—

● ABILITIES

● Oblivious
● Tinted Lens

● EGG GROUPS

Bug

Human-Like

● STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

● PERFORMANCE

SPEED ★★★☆
POWER ★★
SKILL ★★★
STAMINA ★★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

Pokémon Diamond — Route 229

Pokémon Pearl — Route 229

Pokémon Platinum — Route 229

Pokémon HeartGold

Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

Pokémon SoulSilver

Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

● EVOLUTION

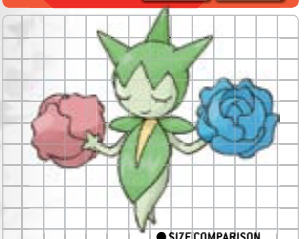
Does not evolve

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No. 315 Roselia

Thorn Pokémon

Grass / Poison



- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: Poison Barb

SIZE COMPARISON





- MALE FORM: Smaller leaf on chest
- FEMALE FORM: Larger leaf on chest

ABILITIES

- Natural Cure
- Poison Point

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Fairy

Grass

PERFORMANCE

SPEED ★★★
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold: Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver: Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond: Route 212

Pokémon Pearl: Route 212

Pokémon Platinum: Route 208

Pokémon HeartGold: ROSELIA that drink nutritionally rich springwater are said to reveal rare coloration when they bloom.

Pokémon SoulSilver: ROSELIA that drink nutritionally rich springwater are said to reveal rare coloration when they bloom.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
4	Growth	Normal	Status	—	—	40	Self	—
7	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Mega Drain	Grass	Special	40	100	15	Normal	—
16	Leech Seed	Grass	Status	—	90	10	Normal	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	GrassWhistle	Grass	Status	—	55	15	Normal	—
25	Giga Drain	Grass	Special	60	100	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
31	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
34	Ingrain	Grass	Status	—	—	20	Self	—
37	Toxic	Poison	Status	—	85	10	Normal	—
40	Petal Dance	Grass	Special	90	100	20	1 Random	○
43	Aromatherapy	Grass	Status	—	—	5	All Allies	—
46	Synthesis	Grass	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

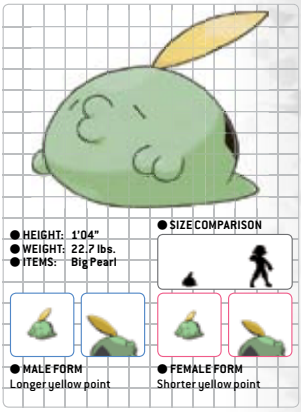
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spikes	Ground	Status	—	—	20	2 Foes	—
Synthesis	Grass	Status	—	—	5	Self	—
Pin Missile	Bug	Physical	14	85	20	Normal	—
Cotton Spore	Grass	Status	—	85	40	Normal	—
Sleep Powder	Grass	Status	—	75	15	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Mind Reader	Normal	Status	—	—	5	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—

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No. 316 | Stomach Pokémon
Gulpin

Poison



● HEIGHT: 1'04"
● WEIGHT: 22.7 lbs.
● ITEMS: Big Pearl

● SIZE COMPARISON

● MALE FORM
Longer yellow point

● FEMALE FORM
Shorter yellow point

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
6	Yawn	Normal	Status	—	—	10	Normal	—
9	Poison Gas	Poison	Status	—	55	40	Normal	—
14	Sludge	Poison	Special	65	100	20	Normal	—
17	Amnesia	Psychic	Status	—	—	20	Self	—
23	Encore	Normal	Status	—	100	5	Normal	—
28	Toxic	Poison	Status	—	85	10	Normal	—
34	Stockpile	Normal	Status	—	—	20	Self	—
34	Spit Up	Normal	Special	—	100	10	Normal	—
34	Swallow	Normal	Status	—	—	10	Self	—
39	Sludge Bomb	Poison	Special	90	100	10	Normal	—
44	Gastro Acid	Poison	Status	—	100	10	Normal	—
49	Wring Out	Normal	Special	—	100	5	Normal	○
54	Gunk Shot	Poison	Physical	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	○
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dream Eater	Psychic	Special	100	100	15	Normal	—
Acid Armor	Poison	Status	—	—	40	Self	—
Smog	Poison	Special	20	70	20	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Destiny Bond	Ghost	Status	—	—	5	Self	—

● ABILITIES
● Liquid Ooze
● Sticky Hold

● STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

● EGG GROUPS
Amorphous

● PERFORMANCE
SPEED ★☆
POWER ★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 3 (mass outbreak)
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold
It has a small heart and brain. Its stomach comprises most of its body,with enzymes to dissolve anything.

Pokémon SoulSilver
It has a small heart and brain. Its stomach comprises most of its body,with enzymes to dissolve anything.

● EVOLUTION



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No. 317 Swalot

Poison Bag Pokémon

Poison



- HEIGHT: 5'02"
- WEIGHT: 176.4 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer whiskers
- FEMALE FORM: Shorter whiskers

ABILITIES

- Liquid Ooze
- Sticky Hold

EGG GROUPS

Amorphous

STATS

HP	●●●●●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●

PERFORMANCE

SPEED	★☆
POWER	★★★☆
SKILL	★★★
STAMINA	★★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — —
- Pokémon SoulSilver — Level up Gulpin to Lv. 26
- Pokémon Diamond — Level up Gulpin to Lv. 26
- Pokémon Pearl — Level up Gulpin to Lv. 26
- Pokémon Platinum — Level up Gulpin to Lv. 26

Pokémon HeartGold

It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

Pokémon SoulSilver

It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

EVOLUTION



Gulpin → Swalot

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Sludge	Poison	Special	65	100	20	Normal	—
6	Yawn	Normal	Status	—	—	10	Normal	—
9	Poison Gas	Poison	Status	—	55	40	Normal	—
14	Sludge	Poison	Special	65	100	20	Normal	—
17	Amnesia	Psychic	Status	—	—	20	Self	—
23	Encore	Normal	Status	—	100	5	Normal	—
26	Body Slam	Normal	Physical	85	100	15	Normal	○
30	Toxic	Poison	Status	—	85	10	Normal	—
38	Stockpile	Normal	Status	—	—	20	Self	—
38	Spit Up	Normal	Special	—	100	10	Normal	—
38	Swallow	Normal	Status	—	—	10	Self	—
45	Sludge Bomb	Poison	Special	90	100	10	Normal	—
52	Gastro Acid	Poison	Status	—	100	10	Normal	—
59	Wring Out	Normal	Special	—	100	5	Normal	○
66	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

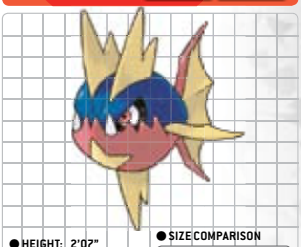
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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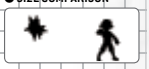
No. 318 | Savage Pokémon
Carvanha

Water | Dark



● HEIGHT: 2'07"
● WEIGHT: 45.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	○
6	Rage	Normal	Physical	20	100	20	Normal	○
8	Focus Energy	Normal	Status	—	—	30	Self	—
11	Scary Face	Normal	Status	—	90	10	Normal	—
16	Ice Fang	Ice	Physical	65	95	15	Normal	○
18	Screech	Normal	Status	—	85	40	Normal	—
21	Swagger	Normal	Status	—	90	15	Normal	—
26	Assurance	Dark	Physical	50	100	10	Normal	○
28	Crunch	Dark	Physical	80	100	15	Normal	○
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Agility	Psychic	Status	—	—	30	Self	—
38	Take Down	Normal	Physical	90	85	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hydro Pump	Water	Special	120	80	5	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—

ABILITIES
● Rough Skin

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS
Water 2

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Warm Beach Pokéwalker Route

Pokémon SoulSilver — Warm Beach Pokéwalker Route

Pokémon Diamond — Pastoria Great Marsh / Super Rod)

Pokémon Pearl — Pastoria Great Marsh / Super Rod)

Pokémon Platinum — Pastoria Great Marsh / Super Rod)

Pokémon HeartGold

They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

Pokémon SoulSilver

They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

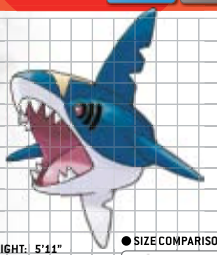
EVOLUTION



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No. 319 | Brutal Pokémon
Sharpedo

Water | Dark



- HEIGHT: 5'11"
- WEIGHT: 195.8 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Rough Skin

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 2

PERFORMANCE
SPEED ★★★★
POWER ★★★★
SKILL ★★★★
STAMINA ★★
JUMP ★★☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Level up Carvanha to Lv. 30
- Pokémon SoulSilver — Level up Carvanha to Lv. 30
- Pokémon Diamond — Route 213 (Super Rod)
- Pokémon Pearl — Route 213 (Super Rod)
- Pokémon Platinum — Level up Carvanha to Lv. 30

Pokémon HeartGold
It can swim at speeds of 75 mph by jetting sea water through its body. It is the bandit of the sea.

Pokémon SoulSilver
It can swim at speeds of 75 mph by jetting sea water through its body. It is the bandit of the sea.

EVOLUTION


Carvanha → Sharpedo

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Feint	Normal	Physical	50	100	10	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Rage	Normal	Physical	20	100	20	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
6	Rage	Normal	Physical	20	100	20	Normal	○
8	Focus Energy	Normal	Status	—	—	30	Self	—
11	Scary Face	Normal	Status	—	90	10	Normal	—
16	Ice Fang	Ice	Physical	65	95	15	Normal	○
18	Screech	Normal	Status	—	85	40	Normal	—
21	Swagger	Normal	Status	—	90	15	Normal	—
26	Assurance	Dark	Physical	50	100	10	Normal	○
28	Crunch	Dark	Physical	80	100	15	Normal	○
30	Slash	Normal	Physical	70	100	20	Normal	○
34	Aqua Jet	Water	Physical	40	100	20	Normal	○
40	Taunt	Dark	Status	—	100	20	Normal	—
45	Agility	Psychic	Status	—	—	30	Self	—
50	Skull Bash	Normal	Physical	100	100	15	Normal	○
56	Night Slash	Dark	Physical	70	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

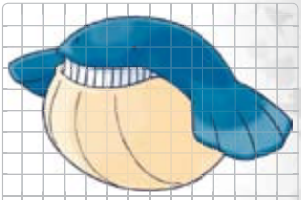
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 320 | Ball Whale Pokémon
Wailmer

Water



● HEIGHT: 6'07"
● WEIGHT: 286.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Gun	Water	Special	40	100	25	Normal	—
11	Rollout	Rock	Physical	30	90	20	Normal	○
14	Whirlpool	Water	Special	15	70	15	Normal	○
17	Astonish	Ghost	Physical	30	100	15	Normal	○
21	Water Pulse	Water	Special	60	100	20	Normal	—
24	Mist	Ice	Status	—	—	30	2 Allies	—
27	Rest	Psychic	Status	—	—	10	Self	—
31	Brine	Water	Special	65	100	10	Normal	—
34	Water Spout	Water	Special	150	100	5	2 Foes	—
37	Amnesia	Psychic	Status	—	—	20	Self	—
41	Dive	Water	Physical	80	100	10	Normal	○
44	Bounce	Flying	Physical	85	85	5	Normal	○
47	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Swagger	Normal	Status	—	90	15	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Aqua Ring	Water	Status	—	—	20	Self	—

ABILITIES

● Water Veil
● Oblivious

STATS

HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS

Field
Water 2

PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★★☆

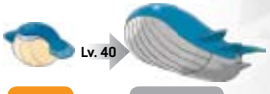
● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Warm Beach, Pokéwalker Route
Pokémon SoulSilver — Warm Beach, Pokéwalker Route
Pokémon Diamond — Route 223 (Super Rod)
Pokémon Pearl — Route 223 (Super Rod)
Pokémon Platinum — Route 223 (Super Rod)

Pokémon HeartGold
It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

Pokémon SoulSilver
It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

EVOLUTION



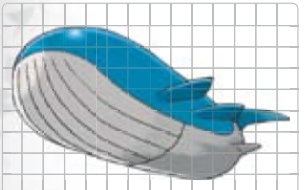
Wailmer → Wailord

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No. 321 Wailord

Float Whale Pokémon

Water



● HEIGHT: 47'07"
● WEIGHT: 877.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Water Veil
● Oblivious

EGG GROUPS

Field

Water 2

STATS

HP	●●●●●●
ATTACK	●●●●
DEFENSE	●●
SP. ATTACK	●●●●
SP. DEFENSE	●●
SPEED	●●●

PERFORMANCE

SPEED	★★☆
POWER	★★★★☆
SKILL	★
STAMINA	★★★★★
JUMP	★★☆☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Wailmer to Lv. 40

Pokémon SoulSilver — Level up Wailmer to Lv. 40

Pokémon Diamond — Route 223 (Super Rod)

Pokémon Pearl — Route 223 (Super Rod)

Pokémon Platinum — Route 223 (Super Rod)

Pokémon HeartGold

It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

Pokémon SoulSilver

It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

EVOLUTION



Wailmer → Wailord

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rollout	Rock	Physical	30	90	20	Normal	○
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Gun	Water	Special	40	100	25	Normal	—
11	Rollout	Rock	Physical	30	90	20	Normal	○
14	Whirlpool	Water	Special	15	70	15	Normal	—
17	Astonish	Ghost	Physical	30	100	15	Normal	○
21	Water Pulse	Water	Special	60	100	20	Normal	—
24	Mist	Ice	Status	—	—	30	2 Allies	—
27	Rest	Psychic	Status	—	—	10	Self	—
31	Brine	Water	Special	65	100	10	Normal	—
34	Water Spout	Water	Special	150	100	5	2 Foes	—
37	Amnesia	Psychic	Status	—	—	20	Self	—
46	Dive	Water	Physical	80	100	10	Normal	○
54	Bounce	Flying	Physical	85	85	5	Normal	○
62	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

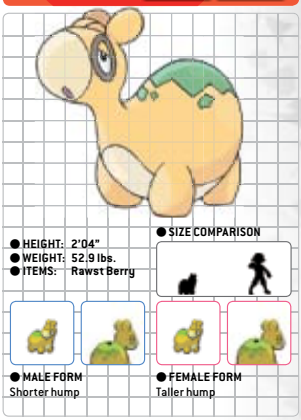
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 322 | Numb Pokémon
Numel

Fire | Ground



- HEIGHT: 2'04"
- WEIGHT: 52.9 lbs.
- ITEMS: Rawst Berry

- SIZE COMPARISON

- MALE FORM
Shorter hump

- FEMALE FORM
Taller hump

ABILITIES
- Oblivious
- Simple

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★
STAMINA ★★★★
JUMP ★★

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Ember	Fire	Special	40	100	25	Normal	—
11	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Focus Energy	Normal	Status	—	—	30	Self	—
21	Take Down	Normal	Physical	90	85	20	Normal	○
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
35	Earth Power	Ground	Special	90	100	10	Normal	—
41	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
45	Flamethrower	Fire	Special	95	100	15	Normal	—
51	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Howl	Normal	Status	—	—	40	Self	—
Scary Face	Normal	Status	—	90	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Defense Curl	Normal	Status	—	—	40	Self	—
Stomp	Normal	Physical	65	100	20	Normal	○
Yawn	Normal	Status	—	—	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Ilex Forest (Hoenn Sound)
- Pokémon SoulSilver — Ilex Forest (Hoenn Sound)
- Pokémon Diamond — Route 227
- Pokémon Pearl — Route 227
- Pokémon Platinum — Route 227

Pokémon HeartGold
The flaming magma it stores in the hump on its back is the source of its tremendous power.

Pokémon SoulSilver
The flaming magma it stores in the hump on its back is the source of its tremendous power.

EVOLUTION



Lv. 33

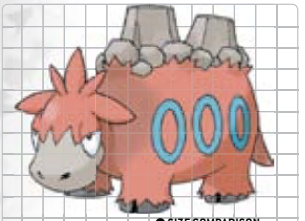


Numel → Camerupt

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No. 323 | Eruption Pokémon
Camerupt

Fire | Ground



- HEIGHT: 6'03"
- WEIGHT: 485.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM — Shorter humps
- FEMALE FORM — Taller humps

ABILITIES
- Magma Armor
- Solid Rock

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Numel to Lv. 33

Pokémon SoulSilver — Level up Numel to Lv. 33

Pokémon Diamond — Route 227

Pokémon Pearl — Route 227

Pokémon Platinum — Route 227

Pokémon HeartGold

It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

Pokémon SoulSilver

It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

EVOLUTION



Numel → Camerupt

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Ember	Fire	Special	40	100	25	Normal	—
1	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
5	Ember	Fire	Special	40	100	25	Normal	—
11	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Focus Energy	Normal	Status	—	—	30	Self	—
21	Take Down	Normal	Physical	90	85	20	Normal	○
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
39	Earth Power	Ground	Special	90	100	10	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Eruption	Fire	Special	150	100	5	2 Foes	—
67	Mist	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 324 | Coal Pokémon
Torkoal

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ember	Fire	Special	40	100	25	Normal	—
4	Smog	Poison	Special	20	70	20	Normal	—
7	Withdraw	Water	Status	—	—	40	Self	—
12	Curse	???	Status	—	—	10	Normal/Self	—
17	Fire Spin	Fire	Special	15	70	15	Normal	—
20	SmokeScreen	Normal	Status	—	100	20	Normal	—
23	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Flamethrower	Fire	Special	95	100	15	Normal	—
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Protect	Normal	Status	—	—	10	Self	—
39	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
44	Iron Defense	Steel	Status	—	—	15	Self	—
49	Amnesia	Psychic	Status	—	—	20	Self	—
52	Flail	Normal	Physical	—	100	15	Normal	○
55	Heat Wave	Fire	Special	100	90	10	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

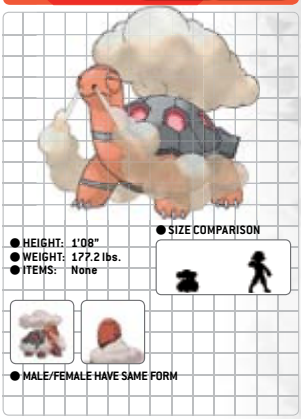
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Eruption	Fire	Special	150	100	5	2 Foes	—
Endure	Normal	Status	—	—	10	Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Yawn	Normal	Status	—	—	10	Normal	—
Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
Mist	Ground	Physical	—	30	5	Normal	—
Skull Bash	Normal	Physical	100	100	15	Normal	○



- HEIGHT: 1'08"
- WEIGHT: 177.2 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- White Smoke

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 227 (use Poké Radar)
Pokémon Pearl	Route 227 (use Poké Radar)
Pokémon Platinum	Route 227 (use Poké Radar)

Pokémon HeartGold
You find abandoned coal mines full of them. They dig tirelessly in search of coal.

Pokémon SoulSilver
You find abandoned coal mines full of them. They dig tirelessly in search of coal.

EVOLUTION
Does not evolve

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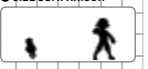
No. 325 | Bounce Pokémon
Spoink

Psychic



- HEIGHT: 2'04"
- WEIGHT: 67.5 lbs.
- ITEMS: Tanga Berry

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Thick Fat
- Own Tempo

EGG GROUPS
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★★★☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold: Ilex Forest (Hoenn Sound)
- Pokémon SoulSilver: Ilex Forest (Hoenn Sound)
- Pokémon Diamond: Route 214 (mass outbreak)
- Pokémon Pearl: Route 214 (mass outbreak)
- Pokémon Platinum: Route 214 (mass outbreak)

Pokémon HeartGold
It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

Pokémon SoulSilver
It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

EVOLUTION


Spoink → Grumpig

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
7	Psywave	Psychic	Special	—	80	15	Normal	—
10	Odor Sleuth	Normal	Status	—	—	40	Normal	—
14	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Psych Up	Normal	Status	—	—	10	Normal	—
18	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Magic Coat	Psychic	Status	—	—	15	Self	—
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status	—	—	10	Self	—
29	Snore	Normal	Special	40	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	—
46	Power Gem	Rock	Special	70	100	20	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Amnesia	Psychic	Status	—	—	20	Self	—
Mirror Coat	Psychic	Special	—	100	20	Self	—

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No. 326 Grumpig

Manipulate Pokémon

Psychic



● HEIGHT: 2'11"
● WEIGHT: 157.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Psybeam	Psychic	Special	65	100	20	Normal	—
7	Psywave	Psychic	Special	—	80	15	Normal	—
10	Odor Sleuth	Normal	Status	—	—	40	Normal	—
14	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Psych Up	Normal	Status	—	—	10	Normal	—
18	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Magic Coat	Psychic	Status	—	—	15	Self	—
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status	—	—	10	Self	—
29	Snore	Normal	Special	40	100	15	Normal	—
37	Payback	Dark	Physical	50	100	10	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	—
55	Power Gem	Rock	Special	70	100	20	Normal	—
60	Bounce	Flying	Physical	85	85	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● ABILITIES

● Thick Fat
● Own Tempo

● EGG GROUPS

Field

● STATS

HP ●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

● PERFORMANCE

SPEED ★★
POWER ★★★☆☆
SKILL ★★★☆☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Spoink to Lv. 32

Pokémon SoulSilver Level up Spoink to Lv. 32

Pokémon Diamond Level up Spoink to Lv. 32

Pokémon Pearl Level up Spoink to Lv. 32

Pokémon Platinum Level up Spoink to Lv. 32

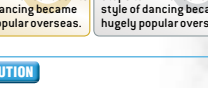
Pokémon HeartGold

It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

Pokémon SoulSilver

It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

● EVOLUTION



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No. 327 | Spot Panda Pokémon
Spinda

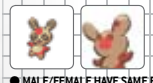
Normal



- HEIGHT: 3'07"
- WEIGHT: 11.0 lbs.
- ITEMS: Chesto Berry

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Own Tempo
- Tangled Feet

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●

EGG GROUPS

Field

Human-Like

PERFORMANCE

SPEED	★★☆
POWER	★★☆
SKILL	★★★☆
STAMINA	★★★
JUMP	★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Sprout Tower (Hoenn Sound)
- Pokémon SoulSilver — Sprout Tower (Hoenn Sound)
- Pokémon Diamond — Route 227 (mass outbreak)
- Pokémon Pearl — Route 227 (mass outbreak)
- Pokémon Platinum — Route 227 (mass outbreak)

Pokémon HeartGold

The chances of two SPINDA having identical spot patterns is less than one in four billion.

Pokémon SoulSilver

The chances of two SPINDA having identical spot patterns is less than one in four billion.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Uproar	Normal	Special	50	100	10	1 Random	—
10	Copycat	Normal	Status	—	—	20	Depends	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Psybeam	Psychic	Special	65	100	20	Normal	—
23	Hypnosis	Psychic	Status	—	60	20	Normal	—
28	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
32	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
41	Psych Up	Normal	Status	—	—	10	Normal	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
50	Flail	Normal	Physical	—	100	15	Normal	○
55	Thrash	Normal	Physical	90	100	20	1 Random	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

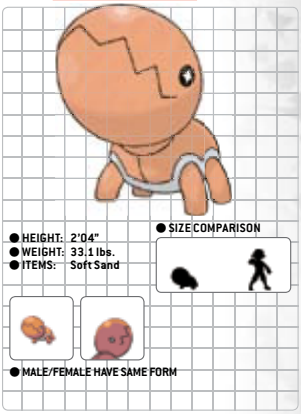
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Assist	Normal	Status	—	—	20	Depends	—
Disable	Normal	Status	—	80	20	Normal	—
Baton Pass	Normal	Status	—	—	40	Self	—
Wish	Normal	Status	—	—	10	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Role Play	Psychic	Status	—	—	10	Normal	—
Psycho Cut	Psychic	Physical	70	100	20	Normal	—

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No. 328 | Ant Pit Pokémon
Trapinch

Ground



● HEIGHT: 2'04"
● WEIGHT: 33.1 lbs.
● ITEMS: Soft Sand

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Dig	Ground	Physical	80	100	10	Normal	○
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—
65	Earth Power	Ground	Special	90	100	10	Normal	—
73	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
81	Feint	Normal	Physical	50	100	10	Normal	—
89	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM92	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Focus Energy	Normal	Status	—	—	30	Self	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Gust	Flying	Special	40	100	35	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

ABILITIES

● Hyper Cutter
● Arena Trap

EGG GROUPS

Bug

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE

SPEED ★☆
POWER ★★★☆☆
SKILL ★★☆

STAMINA ★★★☆☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Route 228 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 228 (occasionally appears when you use Poké Radar)

Pokémon Platinum — —

Pokémon HeartGold

Its nest is a sloped, bowl-like pit in the desert. Once something has fallen in, there is no escape.

Pokémon SoulSilver

Its nest is a sloped, bowl-like pit in the desert. Once something has fallen in, there is no escape.

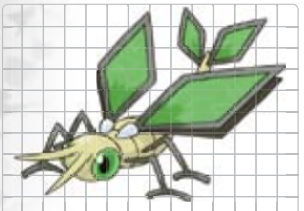
EVOLUTION



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No. 329 | Vibration Pokémon
Vibrava

Ground | Dragon



- HEIGHT: 3'07"
- WEIGHT: 33.7 lbs.
- ITEMS: None

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Levitate

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★☆

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 228 (use Poké Radar)

Pokémon Pearl — Route 228 (use Poké Radar)

Pokémon Platinum — —

Pokémon HeartGold
It vibrates its wings vigorously, creating ultrasonic waves that cause serious headaches.

Pokémon SoulSilver
It vibrates its wings vigorously, creating ultrasonic waves that cause serious headaches.

EVOLUTION



Trapinch → Vibrava → Flygon

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Sand Tomb	Ground	Physical	15	70	15	Normal	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Supersonic	Normal	Status	—	55	20	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
41	Screech	Normal	Status	—	85	40	Normal	—
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

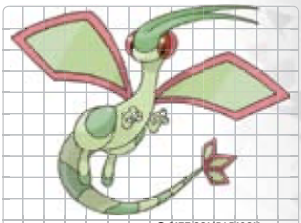
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 330 | Mystic Pokémon
Flygon

Ground | Dragon



- HEIGHT: 6'07"
- WEIGHT: 180.8 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Sand Tomb	Ground	Physical	15	70	15	Normal	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Supersonic	Normal	Status	—	55	20	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
41	Screech	Normal	Status	—	85	40	Normal	—
45	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

- Levitate

EGG GROUPS

Bug

STATS

HP	●●●●
ATTACK	●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★★☆
POWER	★★★☆☆
SKILL	★★★☆☆
STAMINA	★★
JUMP	★★★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Vibrava to Lv. 45
- Pokémon SoulSilver — Level up Vibrava to Lv. 45
- Pokémon Diamond — Level up Vibrava to Lv. 45
- Pokémon Pearl — Level up Vibrava to Lv. 45
- Pokémon Platinum — —

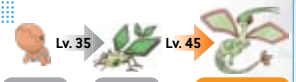
Pokémon HeartGold

It is nicknamed "The Desert Spirit" because the flapping of its wings sounds like a woman singing.

Pokémon SoulSilver

It is nicknamed "The Desert Spirit" because the flapping of its wings sounds like a woman singing.

EVOLUTION



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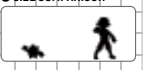
No. 331 Cactus Pokémon
Cacnea

Grass



- HEIGHT: 1'04"
- WEIGHT: 113.1 lbs.
- ITEMS: Sticky Barb

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Sand Veil

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Grass

Human-Like

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 228

Pokémon Pearl — Route 228

Pokémon Platinum — Route 228

Pokémon HeartGold
It lives in arid locations. Its yellow flowers bloom once a year.

Pokémon SoulSilver
It lives in arid locations. Its yellow flowers bloom once a year.

EVOLUTION



Cacnea → Cacturne

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
9	Growth	Normal	Status	—	—	40	Self	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Pin Missile	Bug	Physical	14	85	20	Normal	—
25	Ingrain	Grass	Status	—	—	20	Self	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
33	Spikes	Ground	Status	—	—	20	2 Foes	—
37	Sucker Punch	Dark	Physical	80	100	5	Normal	○
41	Payback	Dark	Physical	50	100	10	Normal	○
45	Needle Arm	Grass	Physical	60	100	15	Normal	○
49	Cotton Spore	Grass	Status	—	85	40	Normal	—
53	Sandstorm	Rock	Status	—	—	10	All	—
57	Destiny Bond	Ghost	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM59	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
GrassWhistle	Grass	Status	—	55	15	Normal	—
Acid	Poison	Special	40	100	30	2 Foes	—
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Low Kick	Fighting	Physical	—	100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Magical Leaf	Grass	Special	60	—	20	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

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Pokémon Moves

No. 332 | Scarecrow Pokémon

Cacturne

Grass | Dark



● HEIGHT: 4'03"
● WEIGHT: 170.6 lbs.
● ITEMS: Sticky Barb

● SIZE COMPARISON





● MALE FORM
Smaller markings on belly

● FEMALE FORM
Larger markings on belly

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Growth	Normal	Status	—	—	40	Self	—
5	Absorb	Grass	Special	20	100	25	Normal	—
9	Growth	Normal	Status	—	—	40	Self	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Pin Missile	Bug	Physical	14	85	20	Normal	—
25	Ingrain	Grass	Status	—	—	20	Self	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
35	Spikes	Ground	Status	—	—	20	2 Foes	—
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
47	Payback	Dark	Physical	50	100	10	Normal	○
53	Needle Arm	Grass	Physical	60	100	15	Normal	○
59	Cotton Spore	Grass	Status	—	85	40	Normal	—
65	Sandstorm	Rock	Status	—	—	10	All	—
71	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○

ABILITIES

● Sand Veil

STATS

HP ●●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS

Grass
Human-Like

PERFORMANCE

SPEED ★★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Savannah Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Savannah Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Route 228

Pokémon Pearl — Route 228

Pokémon Platinum — Route 228

Pokémon HeartGold
Packs of them follow travelers through the desert until the travelers can no longer move.

Pokémon SoulSilver
Packs of them follow travelers through the desert until the travelers can no longer move.

EVOLUTION



Cacnea → Cacturne

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No. 333 | Cotton Bird Pokémon
Swablu

Normal / Flying



- HEIGHT: 1'04"
- WEIGHT: 2.6 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Natural Cure

EGG GROUPS
Flying

Dragon

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ STAMINA ★★★☆
POWER ★★☆ JUMP ★★★★★
SKILL ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 45 (mass outbreak)
Pokémon SoulSilver	Route 45 (mass outbreak)
Pokémon Diamond	Route 210, Celestic Town side (use Poké Radar)
Pokémon Pearl	Route 211, Celestic Town side (use Poké Radar)
Pokémon Platinum	Route 211, Celestic Town side (use Poké Radar)

Pokémon HeartGold

Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

Pokémon SoulSilver

Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

EVOLUTION



Swablu → Altaria

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Astonish	Ghost	Physical	30	100	15	Normal	○
9	Sing	Normal	Status	—	55	15	Normal	—
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
18	Safeguard	Normal	Status	—	—	25	2 Allies	—
23	Mist	Ice	Status	—	—	30	2 Allies	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
32	Natural Gift	Normal	Physical	—	100	15	Normal	—
36	Mirror Move	Flying	Status	—	—	20	Depends	—
40	Refresh	Normal	Status	—	—	20	Self	—
45	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
50	Perish Song	Normal	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Agility	Psychic	Status	—	—	30	Self	—
Haze	Ice	Status	—	—	30	All	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Rage	Normal	Physical	20	100	20	Normal	○
FeatherDance	Flying	Status	—	100	15	Normal	—
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Power Swap	Psychic	Status	—	—	10	Normal	—

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Pokémon Moves

No. 334 | Humming Pokémon

Altaria

Dragon | Flying



● HEIGHT: 3'07"
● WEIGHT: 45.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Sing	Normal	Status	—	55	15	Normal	○
5	Astonish	Ghost	Physical	30	100	15	Normal	○
9	Sing	Normal	Status	—	55	15	Normal	—
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
18	Safeguard	Normal	Status	—	—	25	2 Allies	—
23	Mist	Ice	Status	—	—	30	2 Allies	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
32	Natural Gift	Normal	Physical	—	100	15	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
39	Dragon Dance	Dragon	Status	—	—	20	Self	—
46	Refresh	Normal	Status	—	—	20	Self	—
54	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
62	Perish Song	Normal	Status	—	—	5	All	—
70	Sky Attack	Flying	Physical	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Natural Cure

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●●

EGG GROUPS

Flying
Dragon

PERFORMANCE

SPEED ★★☆
POWER ★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Swablu to Lv. 35

Pokémon SoulSilver — Level up Swablu to Lv. 35

Pokémon Diamond — Level up Swablu to Lv. 35

Pokémon Pearl — Level up Swablu to Lv. 35

Pokémon Platinum — Level up Swablu to Lv. 35

Pokémon HeartGold

It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

Pokémon SoulSilver

It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

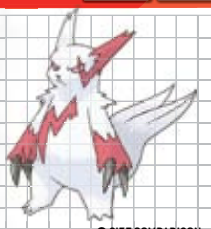
EVOLUTION



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No. 335 | Cat Ferret Pokémon
Zangoose

Normal



● HEIGHT: 4'03"
● WEIGHT: 88.8 lbs.
● ITEMS: Quick Claw

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Immunity

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

Pokémon SoulSilver
Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Swords Dance	Normal	Status	—	—	30	Self	—
14	Fury Cutter	Bug	Physical	10	95	20	Normal	○
18	Slash	Normal	Physical	70	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
27	Embargo	Dark	Status	—	100	15	Normal	—
31	Crush Claw	Normal	Physical	75	95	10	Normal	○
35	Taunt	Dark	Status	—	100	20	Normal	—
40	Detect	Fighting	Status	—	—	5	Self	—
44	False Swipe	Normal	Physical	40	100	40	Normal	○
48	X-Scissor	Bug	Physical	80	100	15	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

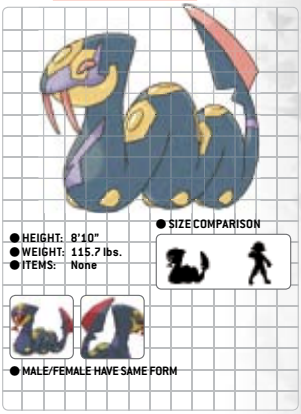
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	○
Roar	Normal	Status	—	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○
Disable	Normal	Status	—	80	20	Normal	—

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No. 336 | Fang Snake Pokémon
Seviper

Poison



● HEIGHT: 8'10"
● WEIGHT: 115.7 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
7	Lick	Ghost	Physical	20	100	30	Normal	○
10	Bite	Dark	Physical	60	100	25	Normal	○
16	Poison Tail	Poison	Physical	50	100	25	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
25	Glare	Normal	Status	—	75	30	Normal	—
28	Crunch	Dark	Physical	80	100	15	Normal	○
34	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Swagger	Normal	Status	—	90	15	Normal	—
43	Haze	Ice	Status	—	—	30	All	—
46	Night Slash	Dark	Physical	70	100	15	Normal	○
52	Poison Jab	Poison	Physical	80	100	20	Normal	○
55	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Assurance	Dark	Physical	50	100	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Switcheroo	Dark	Status	—	100	10	Normal	—

ABILITIES

● Shed Skin

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Field
Dragon

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

Pokémon SoulSilver

In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

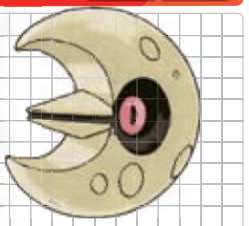
EVOLUTION

Does not evolve

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No. 337 | Meteorite Pokémon
Lunatone

Rock | Psychic



- HEIGHT: 3'03"
- WEIGHT: 370.4 lbs.
- ITEMS: Moon Stone

- SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES
- Levitate

EGG GROUPS
Mineral

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Pearl — Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon Platinum — Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

Pokémon SoulSilver
It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
12	Hypnosis	Psychic	Status	—	60	20	Normal	—
20	Rock Polish	Rock	Status	—	—	20	Self	—
23	Psywave	Psychic	Special	—	80	15	Normal	—
31	Embargo	Dark	Status	—	100	15	Normal	—
34	Cosmic Power	Psychic	Status	—	—	20	Self	—
42	Heal Block	Psychic	Status	—	100	15	2 Foes	—
45	Psychic	Psychic	Special	90	100	10	Normal	—
53	Future Sight	Psychic	Special	80	90	15	Normal	—
56	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

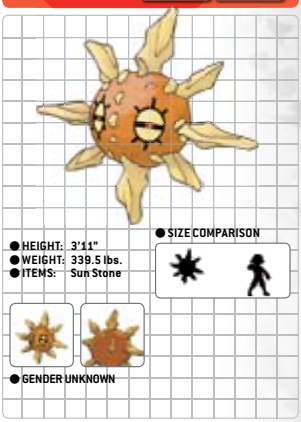
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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No. 338 | Meteorite Pokémon
Solrock

Rock | Psychic



● HEIGHT: 3'11"
● WEIGHT: 339.5 lbs.
● ITEMS: Sun Stone

● SIZE COMPARISON

● GENDER UNKNOWN

ABILITIES
● Levitate

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Mineral

PERFORMANCE
SPEED ★★☆
POWER ★★★☆☆
SKILL ★★☆☆☆
STAMINA ★★★★
JUMP ★★★

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
12	Fire Spin	Fire	Special	15	70	15	Normal	—
20	Rock Polish	Rock	Status	—	—	20	Self	—
23	Psywave	Psychic	Special	—	80	15	Normal	—
31	Embargo	Dark	Status	—	100	15	Normal	—
34	Cosmic Power	Psychic	Status	—	—	20	Self	—
42	Heal Block	Psychic	Status	—	100	15	2 Foes	—
45	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
53	SolarBeam	Grass	Special	120	100	10	Normal	—
56	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● MAIN WAYS TO OBTAIN

Pokémon HeartGold: Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver: Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond: Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Pearl: Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon Platinum: Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

Pokémon SoulSilver
When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

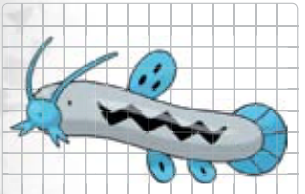
EVOLUTION

Does not evolve

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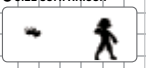
No. 339 | Whiskers Pokémon
Barboach

Water | Ground



- HEIGHT: 1'04"
- WEIGHT: 4.2 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Oblivious
- Anticipation

EGG GROUPS

Water 2

STATS

HP	●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●
SPEED	●●●

PERFORMANCE

SPEED	★★★★
POWER	★★☆
SKILL	★★★☆
STAMINA	★★★☆☆
JUMP	★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Marshland Area: if Water objects are placed, may appear if you fish with the Super Rod)

Pokémon SoulSilver — Safari Zone (Marshland Area: if Water objects are placed, may appear if you fish with the Super Rod)

Pokémon Diamond — Route 205, Eterna City side (Good Rod)

Pokémon Pearl — Route 205, Eterna City side (Good Rod)

Pokémon Platinum — Route 205, Eterna City side (Good Rod)

Pokémon HeartGold

BARBOACH uses its whiskers to taste things just as a person uses his or her tongue to taste things.

Pokémon SoulSilver

BARBOACH uses its whiskers to taste things just as a person uses his or her tongue to taste things.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
6	Mud Sport	Ground	Status	—	—	15	All	—
6	Water Sport	Water	Status	—	—	15	All	—
10	Water Gun	Water	Special	40	100	25	Normal	—
14	Mud Bomb	Ground	Special	65	85	10	Normal	—
19	Amnesia	Psychic	Status	—	—	20	Self	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
31	Rest	Psychic	Status	—	—	10	Self	—
31	Snore	Normal	Special	40	100	15	Normal	—
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
43	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Fissure	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

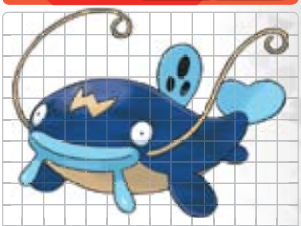
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Thrash	Normal	Physical	90	100	20	1 Random	—
Whirlpool	Water	Special	15	70	15	Normal	—
Spark	Electric	Physical	65	100	20	Normal	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Flail	Normal	Physical	—	100	15	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	—
Dragon Dance	Dragon	Status	—	—	20	Self	—

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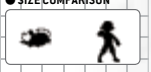
No. 340 | Whiskers Pokémon
Whiscash

Water | Ground



● HEIGHT: 2'11"
● WEIGHT: 52.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
1	Tickle	Normal	Status	—	100	20	Normal	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Water Sport	Water	Status	—	—	15	All	—
6	Mud Sport	Ground	Status	—	—	15	All	—
6	Water Sport	Water	Status	—	—	15	All	—
10	Water Gun	Water	Special	40	100	25	Normal	—
14	Mud Bomb	Ground	Special	65	85	10	Normal	—
18	Amnesia	Psychic	Status	—	—	20	Self	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
33	Rest	Psychic	Status	—	—	10	Self	—
33	Snore	Normal	Special	40	100	15	Normal	—
39	Aqua Tail	Water	Physical	90	90	10	Normal	○
45	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
51	Future Sight	Psychic	Special	80	90	15	Normal	—
57	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Oblivious
● Anticipation

STATS

HP	●●●●●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●

EGG GROUPS

Water 2

PERFORMANCE

SPEED	★★
POWER	★★★★☆
SKILL	★★★☆
STAMINA	★★★★☆
JUMP	★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Violet City (mass outbreak, fishing)
Pokémon SoulSilver	Violet City (mass outbreak, fishing)
Pokémon Diamond	Route 205, Eterna City side (Super Rod)
Pokémon Pearl	Route 205, Eterna City side (Super Rod)
Pokémon Platinum	Route 205, Eterna City side (Super Rod)

Pokémon HeartGold

It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

Pokémon SoulSilver

It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

EVOLUTION

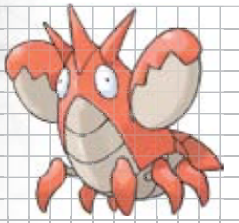


Barboach → Whiscash

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No. 341 | Ruffian Pokémon
Corphish

Water



● HEIGHT: 2'00"
● WEIGHT: 25.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hyper Cutter
● Shed Armor

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Water 1
Water 3

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)

Pokémon SoulSilver — Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)

Pokémon Diamond — Celestic Town (Super Rod)

Pokémon Pearl — Celestic Town (Super Rod)

Pokémon Platinum — Celestic Town (Super Rod)

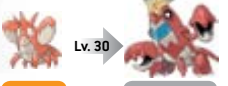
Pokémon HeartGold

It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

Pokémon SoulSilver

It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
7	Harden	Normal	Status	—	—	30	Self	—
10	ViceGrip	Normal	Physical	55	100	30	Normal	○
13	Leer	Normal	Status	—	100	30	2 Foes	—
20	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Protect	Normal	Status	—	—	10	Self	—
26	Knock Off	Dark	Physical	20	100	20	Normal	○
32	Taunt	Dark	Status	—	100	20	Normal	—
35	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Crabhammer	Water	Physical	90	85	10	Normal	○
44	Swords Dance	Normal	Status	—	—	30	Self	—
47	Crunch	Dark	Physical	80	100	15	Normal	○
53	Guillotine	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

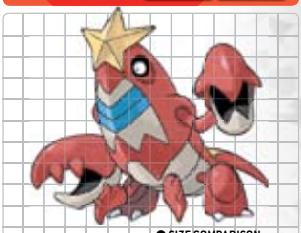
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mud Sport	Ground	Status	—	—	15	All	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Dragon Dance	Dragon	Status	—	—	20	Self	—

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No. 342 | Rogue Pokémon
Crawdaunt

Water | Dark



- HEIGHT: 3'07"
- WEIGHT: 72.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Harden	Normal	Status	—	—	30	Self	—
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Harden	Normal	Status	—	—	30	Self	—
10	ViceGrip	Normal	Physical	55	100	30	Normal	○
13	Leer	Normal	Status	—	100	30	2 Foes	—
20	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Protect	Normal	Status	—	—	10	Self	—
26	Knock Off	Dark	Physical	20	100	20	Normal	○
30	Swift	Normal	Special	60	—	20	2 Foes	—
34	Taunt	Dark	Status	—	100	20	Normal	—
39	Night Slash	Dark	Physical	70	100	15	Normal	○
44	Crabhammer	Water	Physical	90	85	10	Normal	○
52	Swords Dance	Normal	Status	—	—	30	Self	—
57	Crunch	Dark	Physical	80	100	15	Normal	○
65	Guillotine	Normal	Physical	—	30	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

- Hyper Cutter
- Shed Armor

STATS

HP	●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●
SPEED	●●●

EGG GROUPS

Water 1

Water 3

PERFORMANCE

SPEED	★★☆
POWER	★★★★☆
SKILL	★★★☆
STAMINA	★★★☆
JUMP	★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Corphish to Lv. 30
- Pokémon SoulSilver — Level up Corphish to Lv. 30
- Pokémon Diamond — Level up Corphish to Lv. 30
- Pokémon Pearl — Level up Corphish to Lv. 30
- Pokémon Platinum — Level up Corphish to Lv. 30

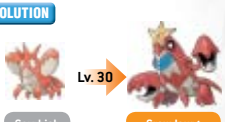
Pokémon HeartGold

A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

Pokémon SoulSilver

A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

EVOLUTION



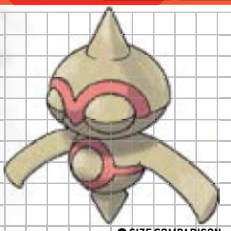
Corphish → Crawdaunt

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No. 343 | Clay Doll Pokémon

Baltoy

Ground / Psychic



● HEIGHT: 1'08"
● WEIGHT: 47.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Levitate

EGG GROUPS

Mineral

STATS

HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE

SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 3 (mass outbreak)

Pokémon SoulSilver — —

Pokémon Diamond — Route 206 (use Poké Radar)

Pokémon Pearl — Route 206 (use Poké Radar)

Pokémon Platinum — Route 206 (use Poké Radar)

Pokémon HeartGold

It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

Pokémon SoulSilver

It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

EVOLUTION



Lv. 36



Baltoy → Claydol

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
3	Harden	Normal	Status	—	—	30	Self	—
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
31	Power Trick	Psychic	Status	—	—	10	Self	—
37	Sandstorm	Rock	Status	—	—	10	All	—
45	Cosmic Power	Psychic	Status	—	—	20	Self	—
53	Earth Power	Ground	Special	90	100	10	Normal	—
61	Heal Block	Psychic	Status	—	100	15	2 Foes	—
71	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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No. 344 Clay Doll Pokémon
Claydol

Ground | Psychic



● HEIGHT: 4'11"
● WEIGHT: 238.1 lbs.
● ITEMS: None

● SIZE COMPARISON

● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Rapid Spin	Normal	Physical	20	100	40	Normal	○
3	Harden	Normal	Status	—	—	30	Self	—
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
31	Power Trick	Psychic	Status	—	—	10	Self	—
36	Hyper Beam	Normal	Special	150	90	5	Normal	—
40	Sandstorm	Rock	Status	—	—	10	All	—
51	Cosmic Power	Psychic	Status	—	—	20	Self	—
62	Earth Power	Ground	Special	90	100	10	Normal	—
73	Heal Block	Psychic	Status	—	100	15	2 Foes	—
86	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Levitate

EGG GROUPS
Mineral

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●
SPEED	●●●

PERFORMANCE

SPEED	★★☆	STAMINA	★★★☆
POWER	★★☆	JUMP	★★★★
SKILL	★★★★☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Baltoy to Lv. 36
Pokémon SoulSilver	—
Pokémon Diamond	Level up Baltoy to Lv. 36
Pokémon Pearl	Level up Baltoy to Lv. 36
Pokémon Platinum	Level up Baltoy to Lv. 36

Pokémon HeartGold
It is said that it originates from clay dolls made by an ancient civilization.

Pokémon SoulSilver
It is said that it originates from clay dolls made by an ancient civilization.

EVOLUTION



Lv. 36

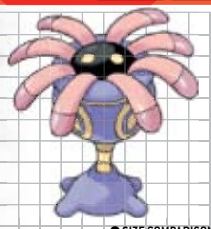


Baltoy | Claydol

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No. 345 | Sea Lily Pokémon
Lileep

Rock | Grass



- HEIGHT: 3'03"
- WEIGHT: 52.5 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Suction Cups

EGG GROUPS
Water 3

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★☆☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Have the Root Fossil restored at the Pewter Museum of Science

Pokémon Diamond After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

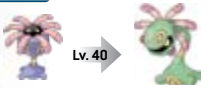
Pokémon Pearl After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Platinum After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

Pokémon SoulSilver
It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Constrict	Normal	Physical	10	100	35	Normal	○
8	Acid	Poison	Special	40	100	30	2 Foes	—
15	Ingrain	Grass	Status	—	—	20	Self	—
22	Confuse Ray	Ghost	Status	—	100	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
36	Gastro Acid	Poison	Status	—	100	10	Normal	—
43	AncientPower	Rock	Special	60	100	5	Normal	—
50	Energy Ball	Grass	Special	80	100	10	Normal	—
57	Stockpile	Normal	Status	—	—	20	Self	—
57	Spit Up	Normal	Special	—	100	10	Normal	—
57	Swallow	Normal	Status	—	—	10	Self	—
64	Wring Out	Normal	Special	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

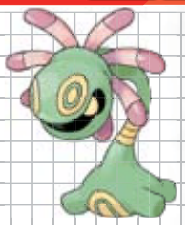
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Barrier	Psychic	Status	—	—	30	Self	—
Recover	Normal	Status	—	—	10	Self	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Wring Out	Normal	Special	—	100	5	Normal	○
Tickle	Normal	Status	—	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—

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No. 346 Barnicle Pokémon
Cradily

Rock | Grass



● HEIGHT: 4'11"
● WEIGHT: 133.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Acid	Poison	Special	40	100	30	2 Foes	—
1	Ingrain	Grass	Status	—	—	20	Self	—
8	Acid	Poison	Special	40	100	30	2 Foes	—
15	Ingrain	Grass	Status	—	—	20	Self	—
22	Confuse Ray	Ghost	Status	—	100	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
36	AncientPower	Rock	Special	60	100	5	Normal	—
46	Gastro Acid	Poison	Status	—	100	10	Normal	—
56	Energy Ball	Grass	Special	80	100	10	Normal	—
66	Stockpile	Normal	Status	—	—	20	Self	—
66	Spit Up	Normal	Special	—	100	10	Normal	—
66	Swallow	Normal	Status	—	—	10	Self	—
76	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Suction Cups

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●

EGG GROUPS

Water 3

PERFORMANCE

SPEED ★
POWER ★★★★
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Level up Lileep to Lv. . 40

Pokémon Diamond Level up Lileep to Lv. . 40

Pokémon Pearl Level up Lileep to Lv. . 40

Pokémon Platinum Level up Lileep to Lv. . 40

Pokémon HeartGold

It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

Pokémon SoulSilver

It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

EVOLUTION



Lileep

Lv. 40

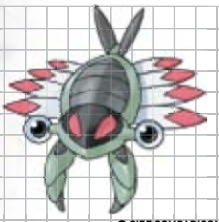


Cradily

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No. 347 | Old Shrimp Pokémon
Anorith

Rock | Bug



- HEIGHT: 2'04"
- WEIGHT: 27.6 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Battle Armor

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Water 3

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have the Claw Fossil restored at the Pewter Museum of Science

Pokémon SoulSilver — —

Pokémon Diamond — After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Pearl — After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Platinum — After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

Pokémon SoulSilver
An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
7	Mud Sport	Ground	Status	—	—	15	All	—
13	Water Gun	Water	Special	40	100	25	Normal	—
19	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Protect	Normal	Status	—	—	10	Self	—
31	AncientPower	Rock	Special	60	100	5	Normal	—
37	Fury Cutter	Bug	Physical	10	95	20	Normal	○
43	Slash	Normal	Physical	70	100	20	Normal	○
49	Rock Blast	Rock	Physical	25	80	10	Normal	—
55	Crush Claw	Normal	Physical	75	95	10	Normal	○
61	X-Scissor	Bug	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Swords Dance	Normal	Status	—	—	30	Self	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Screech	Normal	Status	—	85	40	Normal	—
Sand-Attack	Ground	Status	—	100	15	Normal	—
Cross Poison	Poison	Physical	70	100	20	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—

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No. 348 Plate Pokémon
Armaldo

Rock / Bug



● HEIGHT: 4'11"
● WEIGHT: 150.4 lbs.
● ITEMS: None

● SIZE COMPARISON







● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Water Gun	Water	Special	40	100	25	Normal	—
7	Mud Sport	Ground	Status	—	—	15	All	—
13	Water Gun	Water	Special	40	100	25	Normal	—
19	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Protect	Normal	Status	—	—	10	Self	—
31	AncientPower	Rock	Special	60	100	5	Normal	—
37	Fury Cutter	Bug	Physical	10	95	20	Normal	○
46	Slash	Normal	Physical	70	100	20	Normal	○
55	Rock Blast	Rock	Physical	25	80	10	Normal	—
67	Crush Claw	Normal	Physical	75	95	10	Normal	○
73	X-Scissor	Bug	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Battle Armor

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Water 3

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Anorith to Lv. 40

Pokémon SoulSilver — —

Pokémon Diamond — Level up Anorith to Lv. 40

Pokémon Pearl — Level up Anorith to Lv. 40

Pokémon Platinum — Level up Anorith to Lv. 40

Pokémon HeartGold
Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

Pokémon SoulSilver
Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

EVOLUTION



Lv. 40



Anorith → Armaldo

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No. 349 Fish Pokémon
Feebas

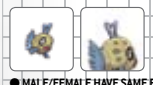
Water



● HEIGHT: 2'00"
● WEIGHT: 16.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swift Swim

EGG GROUPS
Water 1
Dragon

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆☆
POWER ★☆
SKILL ★
STAMINA ★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Quiet Cave Pokéwalker Route

Pokémon SoulSilver — Quiet Cave Pokéwalker Route

Pokémon Diamond — Mt. Coronet B1F (Old Rod / location changes daily)

Pokémon Pearl — Mt. Coronet B1F (Old Rod / location changes daily)

Pokémon Platinum — Mt. Coronet B1F (Old Rod / location changes daily)

Pokémon HeartGold
It is the shabbiest Pokémon of all. It forms in schools and lives at the bottom of rivers.

Pokémon SoulSilver
It is the shabbiest Pokémon of all. It forms in schools and lives at the bottom of rivers.

EVOLUTION



Feebas

Max out Feebas's beauty and level it up



Milotic

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
15	Tackle	Normal	Physical	35	95	35	Normal	○
30	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

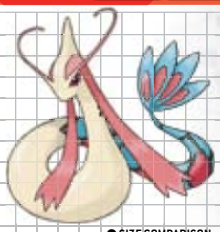
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Coat	Psychic	Special	—	100	20	Self	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Mud Sport	Ground	Status	—	—	15	All	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Mist	Ice	Status	—	—	30	2 Allies	—
Haze	Ice	Status	—	—	30	All	—
Tickle	Normal	Status	—	100	20	Normal	—

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No. 350 | Tender Pokémon
Milotic

Water



● HEIGHT: 20'04"
● WEIGHT: 357.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter tail fins



● FEMALE FORM
Longer tail fins

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
5	Water Sport	Water	Status	—	—	15	All	—
9	Refresh	Normal	Status	—	—	20	Self	—
13	Water Pulse	Water	Special	60	100	20	Normal	—
17	Twister	Dragon	Special	40	100	20	2 Foes	—
21	Recover	Normal	Status	—	—	10	Self	—
25	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Aqua Tail	Water	Physical	90	90	10	Normal	○
33	Rain Dance	Water	Status	—	—	5	All	—
37	Hydro Pump	Water	Special	120	80	5	Normal	—
41	Attract	Normal	Status	—	100	15	Normal	—
45	Safeguard	Normal	Status	—	—	25	2 Allies	—
49	Aqua Ring	Water	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Marvel Scale

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Water 1

Dragon

PERFORMANCE

SPEED ★★★★
POWER ★★★☆
SKILL ★★★★★
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Feebas with high beauty

Pokémon SoulSilver — Level up Feebas with high beauty

Pokémon Diamond — Level up Feebas with high beauty

Pokémon Pearl — Level up Feebas with high beauty

Pokémon Platinum — Level up Feebas with high beauty

Pokémon HeartGold

It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

Pokémon SoulSilver

It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

EVOLUTION



Feebas

Max out Feebas's beauty and level it up



Milotic

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No. 351 | Weather Pokémon
Castform

Normal



● HEIGHT: 1'00"
● WEIGHT: 1.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● NORMAL



● SUNNY FORM



● RAINY FORM



● SNOWY FORM

ABILITIES
● Forecast

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Fairy
Amorphous

PERFORMANCE
SPEED ★★★★
POWER ★★☆☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Treehouse Pokéwalker Route

Pokémon SoulSilver — Treehouse Pokéwalker Route

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
This Pokémon can change its cells, taking different forms based on the temperature and humidity.

Pokémon SoulSilver
This Pokémon can change its cells, taking different forms based on the temperature and humidity.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
10	Powder Snow	Ice	Special	40	100	25	2 Foes	—
20	Rain Dance	Water	Status	—	—	5	All	—
20	Sunny Day	Fire	Status	—	—	5	All	—
20	Hail	Ice	Status	—	—	10	All	—
30	Weather Ball	Normal	Special	50	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Disable	Normal	Status	—	80	20	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—

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No. 352 | Color Swap Pokémon
Kecleon

Normal



● HEIGHT: 3'03"
● WEIGHT: 48.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thief	Dark	Physical	40	100	10	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
4	Bind	Normal	Physical	15	75	20	Normal	○
7	Faint Attack	Dark	Physical	60	—	20	Normal	○
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
14	Feint	Normal	Physical	50	100	10	Normal	—
18	Psybeam	Psychic	Special	65	100	20	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
27	Slash	Normal	Physical	70	100	20	Normal	○
32	Screech	Normal	Status	—	85	40	Normal	—
37	Substitute	Normal	Status	—	—	10	Self	—
43	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
55	AncientPower	Rock	Special	60	100	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Nasty Plot	Dark	Status	—	—	20	Self	—
Dizzy Punch	Normal	Physical	70	100	10	Normal	○
Recover	Normal	Status	—	—	10	Self	—

ABILITIES
● Color Change

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Treehouse Pokéwalker Route
Pokémon SoulSilver	Treehouse Pokéwalker Route
Pokémon Diamond	Route 210, Celestic Town side (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold
It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

Pokémon SoulSilver
It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

EVOLUTION
Does not evolve

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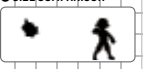
No. 353 | Puppet Pokémon
Shuppet

Ghost



- HEIGHT: 2'00"
- WEIGHT: 5.1 lbs.
- ITEMS: Spell Tag

- SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Insomnia
- Frisk

EGG GROUPS
Amorphous

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★☆☆
JUMP ★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Forest Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Forest Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Pearl — Find its Egg at the Pokémon Day Care and hatch it

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It uses its horn to feed on envy and malice, or so it's said. It's very active at night.

Pokémon SoulSilver
It uses its horn to feed on envy and malice, or so it's said. It's very active at night.

EVOLUTION



Shuppet → Banette

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Knock Off	Dark	Physical	20	100	20	Normal	○
5	Screech	Normal	Status	—	85	40	Normal	—
8	Night Shade	Ghost	Special	—	100	15	Normal	—
13	Curse	???	Status	—	—	10	Normal/Self	—
16	Spite	Ghost	Status	—	100	10	Normal	—
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
28	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Shadow Ball	Ghost	Special	80	100	15	Normal	—
35	Sucker Punch	Dark	Physical	80	100	5	Normal	○
38	Embargo	Dark	Status	—	100	15	Normal	—
43	Snatch	Dark	Status	—	—	10	Depends	—
46	Grudge	Ghost	Status	—	—	5	Self	—
50	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Foresight	Normal	Status	—	—	40	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Imprison	Psychic	Status	—	—	10	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Payback	Dark	Physical	50	100	10	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—

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No. 354 | Marionette Pokémon
Banette

Ghost



● HEIGHT: 3'07"
● WEIGHT: 27.6 lbs.
● ITEMS: Spell Tag

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Knock Off	Dark	Physical	20	100	20	Normal	○
1	Screech	Normal	Status	—	85	40	Normal	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Curse	???	Status	—	—	10	Normal/Self	—
5	Night Shade	Ghost	Special	—	100	15	Normal	—
8	Screech	Normal	Status	—	85	40	Normal	—
13	Curse	???	Status	—	—	10	Normal/Self	—
16	Spite	Ghost	Status	—	100	10	Normal	—
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
28	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Shadow Ball	Ghost	Special	80	100	15	Normal	—
35	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Embargo	Dark	Status	—	100	15	Normal	—
51	Snatch	Dark	Status	—	—	10	Depends	—
58	Grudge	Ghost	Status	—	—	5	Self	—
66	Trick	Psychic	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● ABILITIES

● Insomnia
● Frisk

● EGG GROUPS

Amorphous

● STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

● PERFORMANCE

SPEED ★★★
POWER ★★★★
SKILL ★★★★
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Marshland Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Marshland Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Route 225 (night only)

Pokémon Pearl — Route 225 (night only)

Pokémon Platinum — Route 225 (night only)

Pokémon HeartGold

This Pokémon developed from an abandoned doll that amassed a grudge. It is seen in dark alleys.

Pokémon SoulSilver

This Pokémon developed from an abandoned doll that amassed a grudge. It is seen in dark alleys.

● EVOLUTION



Shuppet → Banette

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No. 355 | Requiem Pokémon
Duskull

Ghost



● HEIGHT: 2'07"
● WEIGHT: 33.1 lbs.
● ITEMS: Kasib Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Levitate

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●●●
SPEED ●

EGG GROUPS
Amorphous

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Swamp Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Route 224 (occasionally appears when you use Poké Radar)

Pokémon Pearl — Route 224 (occasionally appears when you use Poké Radar)

Pokémon Platinum — Route 209 (night only)

Pokémon HeartGold
If it finds bad children who won't listen to their parents, it will spirit them away--or so it's said.

Pokémon SoulSilver
If it finds bad children who won't listen to their parents, it will spirit them away--or so it's said.

EVOLUTION



Duskull → Dusclops → Dusknoir

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
38	Mean Look	Normal	Status	—	—	5	Normal	—
41	Payback	Dark	Physical	50	100	10	Normal	○
46	Future Sight	Psychic	Special	80	90	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Imprison	Psychic	Status	—	—	10	Self	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—
Grudge	Ghost	Status	—	—	5	Self	—
Memento	Dark	Status	—	100	10	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—

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No. 356 | Beckon Pokémon
Dusclops

Ghost



- HEIGHT: 5'03"
- WEIGHT: 67.5 lbs.
- ITEMS: Kasib Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Gravity	Psychic	Status	—	—	5	All	—
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
37	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
43	Mean Look	Normal	Status	—	—	5	Normal	—
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● ABILITIES

- Pressure

● EGG GROUPS

Amorphous

● STATS

HP	●
ATTACK	●●●
DEFENSE	●●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●
SPEED	●

● PERFORMANCE

SPEED	★★☆	STAMINA	★★★★☆
POWER	★★★☆	JUMP	★★
SKILL	★★★★		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Mountain Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Mountain Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 224 (use Poké Radar)
Pokémon Pearl	Route 224 (use Poké Radar)
Pokémon Platinum	Sendoff Spring

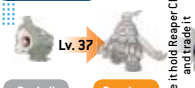
Pokémon HeartGold

Anyone who dares peer into its body to see its spectral ball of fire will have their spirit stolen away.

Pokémon SoulSilver

Anyone who dares peer into its body to see its spectral ball of fire will have their spirit stolen away.

● EVOLUTION



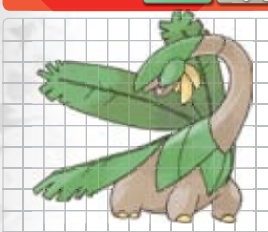
Duskull → Dusclops → Dusknoir

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No. 357 | Fruit Pokémon

Tropius

Grass | Flying



● HEIGHT: 6'07"
● WEIGHT: 220.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Chlorophyll
● Solar Power

EGG GROUPS

Monster

Grass

STATS

HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆☆
SKILL ★★

STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Big Forest Pokéwalker Route

Pokémon SoulSilver — Big Forest Pokéwalker Route

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — Pastoria Great Marsh / morning and afternoon only)

Pokémon HeartGold

The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

Pokémon SoulSilver

The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
7	Growth	Normal	Status	—	—	40	Self	—
11	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Stomp	Normal	Physical	65	100	20	Normal	○
21	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Magical Leaf	Grass	Special	60	—	20	Normal	—
37	Body Slam	Normal	Physical	85	100	15	Normal	○
41	Synthesis	Grass	Status	—	—	5	Self	—
47	Air Slash	Flying	Special	75	95	20	Normal	—
51	SolarBeam	Grass	Special	120	100	10	Normal	—
57	Natural Gift	Normal	Physical	—	100	15	Normal	—
61	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

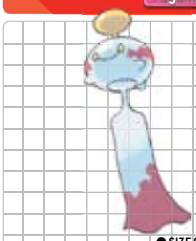
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Leaf Blade	Grass	Physical	90	100	15	Normal	○
Dragon Dance	Dragon	Status	—	—	20	Self	—

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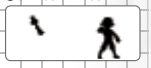
No. 358 | Wild Chime Pokémon
Chimecho

Psychic



● HEIGHT: 2'00"
● WEIGHT: 2.2 lbs.
● ITEMS: Colbur Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confusion	Psychic	Special	50	100	25	Normal	—
17	Uproar	Normal	Special	50	100	10	1 Random	○
22	Take Down	Normal	Physical	90	85	20	Normal	○
25	Yawn	Normal	Status	—	—	10	Normal	—
30	Psywave	Psychic	Special	—	80	15	Normal	—
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
38	Heal Bell	Normal	Status	—	—	5	All Allies	—
41	Safeguard	Normal	Status	—	—	25	2 Allies	—
46	Extrasensory	Psychic	Special	80	100	30	Normal	—
49	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Dream Eater	Psychic	Special	100	100	15	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—

● ABILITIES
● Levitate

● STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

● EGG GROUPS
Amorphous

● PERFORMANCE
SPEED ★★★☆☆
POWER ★★
SKILL ★☆
STAMINA ★★
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Swamp Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Sendoff Spring

Pokémon Pearl — Sendoff Spring

Pokémon Platinum — Sendoff Spring

Pokémon HeartGold
It uses the sucker on its head to hang from a tree or from eaves. It an produce seven different tones.

Pokémon SoulSilver
It uses the sucker on its head to hang from a tree or from eaves. It an produce seven different tones.

● EVOLUTION



Chingling

Level it up with high friendship between 8:00 P.M. and 4:00 A.M.



Chimecho

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No. 359 | Disaster Pokémon
Absol

Dark



● HEIGHT: 3'11"
● WEIGHT: 103.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Pressure
● Super Luck

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Union Cave (Hoenn Sound)

Pokémon SoulSilver — Union Cave (Hoenn Sound)

Pokémon Diamond — Route 213 (mass outbreak)

Pokémon Pearl — Route 213 (mass outbreak)

Pokémon Platinum — Mt. Coronet Peak 1

Pokémon HeartGold
It has the ability to foretell natural disasters. Its life span is over a hundred years.

Pokémon SoulSilver
It has the ability to foretell natural disasters. Its life span is over a hundred years.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Feint	Normal	Physical	50	100	10	Normal	—
4	Leer	Normal	Status	—	100	30	2 Foes	—
9	Taunt	Dark	Status	—	100	20	Normal	—
12	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Razor Wind	Normal	Special	80	100	10	2 Foes	—
20	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Swords Dance	Normal	Status	—	—	30	Self	—
28	Bite	Dark	Physical	60	100	25	Normal	○
33	Double Team	Normal	Status	—	—	15	Self	—
36	Slash	Normal	Physical	70	100	20	Normal	○
41	Future Sight	Psychic	Special	80	90	15	Normal	—
44	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Detect	Fighting	Status	—	—	5	Self	—
52	Night Slash	Dark	Physical	70	100	15	Normal	○
57	Me First	Normal	Status	—	—	20	Depends	—
60	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
65	Perish Song	Normal	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Magic Coat	Psychic	Status	—	—	15	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Substitute	Normal	Status	—	—	10	Self	—
Mean Look	Normal	Status	—	—	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○
Me First	Normal	Status	—	—	20	Depends	—
Megahorn	Bug	Physical	120	85	10	Normal	○

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No. 360 | Bright Pokémon
Wynaut

Psychic



● HEIGHT: 2'00"
● WEIGHT: 30.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Charm	Normal	Status	—	100	20	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
15	Counter	Fighting	Physical	—	100	20	Self	○
15	Mirror Coat	Psychic	Special	—	100	20	Self	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
15	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Shadow Tag

STATS
HP ●●●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★☆☆☆
STAMINA ★★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold: Have Wobbuffet ♀ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon SoulSilver: Have Wobbuffet ♀ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon Diamond: Have Wobbuffet ♀ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon Pearl: Have Wobbuffet ♀ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon Platinum: Have Wobbuffet ♀ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

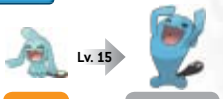
Pokémon HeartGold

It tends to move in a pack. Individuals squash against one another to toughen their spirits.

Pokémon SoulSilver

It tends to move in a pack. Individuals squash against one another to toughen their spirits.

EVOLUTION



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No. 361 Snow Hat Pokémon
Snorunt

Ice



- HEIGHT: 2'04"
- WEIGHT: 37.0 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Inner Focus
- Ice Body

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Fairy
Mineral

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Icy Mountain Rd. Pokéwalker Route

Pokémon SoulSilver — Icy Mountain Rd. Pokéwalker Route

Pokémon Diamond — Route 216 (use Poké Radar)

Pokémon Pearl — Route 216 (use Poké Radar)

Pokémon Platinum — Route 216 (night only)

Pokémon HeartGold
It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

Pokémon SoulSilver
It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

EVOLUTION



Snorunt

Lv. 42



Glalie

Use Dawn Stone on ♀



Froslass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
4	Double Team	Normal	Status	—	—	15	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Headbutt	Normal	Physical	70	100	15	Normal	○
22	Protect	Normal	Status	—	—	10	Self	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
37	Ice Shard	Ice	Physical	40	100	30	Normal	—
40	Hail	Ice	Status	—	—	10	All	—
46	Blizzard	Ice	Special	120	70	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Block	Normal	Status	—	—	5	Normal	—
Spikes	Ground	Status	—	—	20	2 Foes	—
Rollout	Rock	Physical	30	90	20	Normal	○
Disable	Normal	Status	—	80	20	Normal	—
Bide	Normal	Physical	—	—	10	Self	○
Weather Ball	Normal	Special	50	100	10	Normal	—

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No. 362 | Face Pokémon
Glalie

Ice

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Bite	Dark	Physical	60	100	25	Normal	○
4	Double Team	Normal	Status	—	—	15	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Headbutt	Normal	Physical	70	100	15	Normal	○
22	Protect	Normal	Status	—	—	10	Self	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
37	Ice Beam	Ice	Special	95	100	10	Normal	○
40	Hail	Ice	Status	—	—	10	All	—
51	Blizzard	Ice	Special	120	70	5	2 Foes	—
59	Sheer Cold	Ice	Special	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



- HEIGHT: 4'11"
- WEIGHT: 565.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Inner Focus
- Ice Body

EGG GROUPS
Fairy
Mineral

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★☆
POWER	★★★★☆
SKILL	★★
STAMINA	★★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Snorunt to Lv. 42
- Pokémon SoulSilver — Level up Snorunt to Lv. 42
- Pokémon Diamond — Level up Snorunt to Lv. 42
- Pokémon Pearl — Level up Snorunt to Lv. 42
- Pokémon Platinum — Level up Snorunt to Lv. 42

Pokémon HeartGold
It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

Pokémon SoulSilver
It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

EVOLUTION



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No. 363 | Clap Pokémon
Spheal

Ice | Water



- HEIGHT: 2'07"
- WEIGHT: 87.1 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Thick Fat
- Ice Body

EGG GROUPS
Water 1
Field

STATS

HP	●●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●

PERFORMANCE

SPEED	★★★☆
POWER	★★★☆
SKILL	★☆
STAMINA	★★★☆
JUMP	★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — —

Pokémon Pearl — Route 226 (water surface)

Pokémon Platinum — Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

Pokémon SoulSilver
It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

EVOLUTION



Spheal → Sealeo → Walrein

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
37	Rest	Psychic	Status	—	—	10	Self	—
37	Snore	Normal	Special	40	100	15	Normal	—
43	Blizzard	Ice	Special	120	70	5	2 Foes	—
49	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM59	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Water Sport	Water	Status	—	—	15	All	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Aqua Ring	Water	Status	—	—	20	Self	—

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No. 364 | Ball Roll Pokémon
Sealeo

Ice | Water



● HEIGHT: 3'07"
● WEIGHT: 1,93.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
32	Swagger	Normal	Status	—	90	15	Normal	—
39	Rest	Psychic	Status	—	—	10	Self	—
39	Snore	Normal	Special	40	100	15	Normal	—
47	Blizzard	Ice	Special	120	70	5	2 Foes	—
55	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

● Thick Fat
● Ice Body

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS

Water 1
Field

PERFORMANCE

SPEED ★★☆☆
POWER ★★★★
SKILL ★★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)

Pokémon Diamond — —

Pokémon Pearl — Route 226 (water surface)

Pokémon Platinum — Route 230 (water surface)

Pokémon HeartGold

It has a very sensitive nose. It touches new things with its nose to examine them.

Pokémon SoulSilver

It has a very sensitive nose. It touches new things with its nose to examine them.

EVOLUTION



Spheal → Sealeo → Walrein

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No. 365 | Ice Break Pokémon
Walrein

Ice / Water



- HEIGHT: 4'07"
- WEIGHT: 332.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Thick Fat
- Ice Body

EGG GROUPS
Water 1

Field

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆
POWER ★★★★★
SKILL ★
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Sealeo to Lv. 44

Pokémon SoulSilver — Level up Sealeo to Lv. 44

Pokémon Diamond — —

Pokémon Pearl — Level up Sealeo to Lv. 44

Pokémon Platinum — Level up Sealeo to Lv. 44

Pokémon HeartGold

It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.

Pokémon SoulSilver

It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.

EVOLUTION



Spheal → Sealeo → Walrein

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Crunch	Dark	Physical	80	100	15	Normal	○
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
32	Swagger	Normal	Status	—	90	15	Normal	—
39	Rest	Psychic	Status	—	—	10	Self	—
39	Snore	Normal	Special	40	100	15	Normal	—
44	Ice Fang	Ice	Physical	65	95	15	Normal	○
52	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Sheer Cold	Ice	Special	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

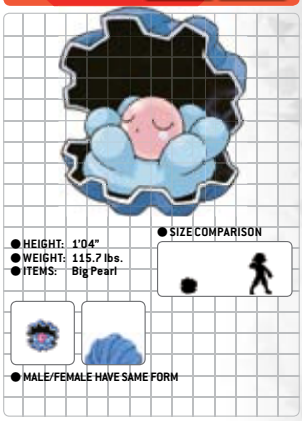
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 366 | Bivalve Pokémon
Clamperl

Water



● HEIGHT: 1'04"
● WEIGHT: 115.7 lbs.
● ITEMS: Big Pearl

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Clamp	Water	Physical	35	75	10	Normal	○
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Whirlpool	Water	Special	15	70	15	Normal	—
1	Iron Defense	Steel	Status	—	—	15	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Refresh	Normal	Status	—	—	20	Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Barrier	Psychic	Status	—	—	30	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Aqua Ring	Water	Status	—	—	20	Self	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

● ABILITIES
● Shell Armor

● EGG GROUPS
Water 1

● STATS
HP ●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●

● PERFORMANCE
SPEED ★★★
POWER ★★★
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 19 (mass outbreak, water surface)

Pokémon SoulSilver — Route 19 (mass outbreak, water surface)

Pokémon Diamond — Route 219 (Super Rod)

Pokémon Pearl — Route 219 (Super Rod)

Pokémon Platinum — —

Pokémon HeartGold
When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

Pokémon SoulSilver
When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

● EVOLUTION



Clamperl

Have it hold DeepSeaTooth and trade it



Huntail

Have it hold DeepSeaScale and trade it

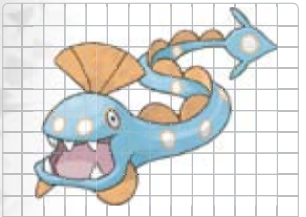


Gorebyss

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No. 367 | Deep Sea Pokémon
Huntail

Water



● HEIGHT: 5'07"
● WEIGHT: 59.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swift Swim

EGG GROUPS
Water 1

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★★★★★
SKILL ★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Clamperl while it holds the DeepSeaTooth

Pokémon SoulSilver — Link trade Clamperl while it holds the DeepSeaTooth

Pokémon Diamond — Link trade Clamperl while it holds the DeepSeaTooth

Pokémon Pearl — Link trade Clamperl while it holds the DeepSeaTooth

Pokémon Platinum — —

Pokémon HeartGold
It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

Pokémon SoulSilver
It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

EVOLUTION


Clamperl

Have it hold DeepSeaTooth and trade it


Huntail

Have it hold DeepSeaScale and trade it


Gorebyss

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlpool	Water	Special	15	70	15	Normal	—
6	Bite	Dark	Physical	60	100	25	Normal	○
10	Screech	Normal	Status	—	85	40	Normal	—
15	Water Pulse	Water	Special	60	100	20	Normal	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Ice Fang	Ice	Physical	65	95	15	Normal	○
28	Brine	Water	Special	65	100	10	Normal	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
37	Dive	Water	Physical	80	100	10	Normal	○
42	Crunch	Dark	Physical	80	100	15	Normal	○
46	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

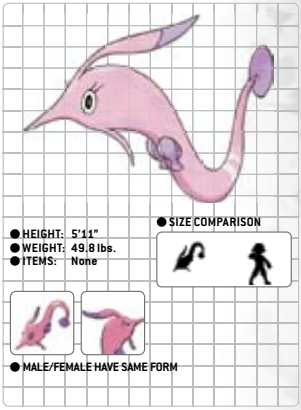
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 368 | South Sea Pokémon
Gorebyss

Water



● HEIGHT: 5'11"
● WEIGHT: 49.8 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlpool	Water	Special	15	70	15	Normal	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Agility	Psychic	Status	—	—	30	Self	—
15	Water Pulse	Water	Special	60	100	20	Normal	—
19	Amnesia	Psychic	Status	—	—	20	Self	—
24	Aqua Ring	Water	Status	—	—	20	Self	—
28	Captivate	Normal	Status	—	100	20	2 Foes	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
37	Dive	Water	Physical	80	100	10	Normal	○
42	Psychic	Psychic	Special	90	100	10	Normal	—
46	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

ABILITIES

● Swift Swim

STATS

HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS

Water 1

PERFORMANCE

SPEED ★★★★
POWER ★★☆
SKILL ★★★★
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Clamperl while it holds the DeepSeaScale

Pokémon SoulSilver — Link trade Clamperl while it holds the DeepSeaScale

Pokémon Diamond — Link trade Clamperl while it holds the DeepSeaScale

Pokémon Pearl — Link trade Clamperl while it holds the DeepSeaScale

Pokémon Platinum — —

Pokémon HeartGold

Its pink body becomes more vivid with the rise of water temperatures in the springtime.

Pokémon SoulSilver

Its pink body becomes more vivid with the rise of water temperatures in the springtime.

EVOLUTION



Clamperl

Have it hold DeepSeaTooth and trade it



Huntail

Have it hold DeepSeaScale and trade it

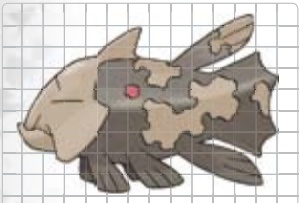


Gorebyss

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No. 369 | Longevity Pokémon
Relicanth

Water | Rock



- HEIGHT: 3'03"
- WEIGHT: 51.6 lbs.
- ITEMS: DeepSeaScale

- SIZE COMPARISON





- MALE FORM
Larger jaw

- FEMALE FORM
Smaller jaw

ABILITIES
- Swift Swim
- Rock Head

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Water 2

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 12 (mass outbreak, fishing)

Pokémon SoulSilver — Route 12 (mass outbreak, fishing)

Pokémon Diamond — Route 226 (Super Rod)

Pokémon Pearl — Route 226 (Super Rod)

Pokémon Platinum — Route 226 (Super Rod)

Pokémon HeartGold
Discovered by chance during deep-sea explorations, it has not changed since ancient times.

Pokémon SoulSilver
Discovered by chance during deep-sea explorations, it has not changed since ancient times.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
8	Water Gun	Water	Special	40	100	25	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Yawn	Normal	Status	—	—	10	Normal	—
29	Take Down	Normal	Physical	90	85	20	Normal	○
36	Mud Sport	Ground	Status	—	—	15	All	—
43	AncientPower	Rock	Special	60	100	5	Normal	—
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Dive	Water	Physical	80	100	10	Normal	○
64	Rest	Psychic	Status	—	—	10	Self	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Head Smash	Rock	Physical	150	80	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Skull Bash	Normal	Physical	100	100	15	Normal	○
Water Sport	Water	Status	—	—	15	All	—
Amnesia	Psychic	Status	—	—	20	Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

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No. 370 | Rendezvous Pokémon
Luvdisc

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Charm	Normal	Status	—	100	20	Normal	—
7	Water Gun	Water	Special	40	100	25	Normal	—
9	Agility	Psychic	Status	—	—	30	Self	—
14	Take Down	Normal	Physical	90	85	20	Normal	○
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
22	Attract	Normal	Status	—	100	15	Normal	—
27	Sweet Kiss	Normal	Status	—	75	10	Normal	—
31	Water Pulse	Water	Special	60	100	20	Normal	—
37	Aqua Ring	Water	Status	—	—	20	Self	—
40	Captivate	Normal	Status	—	100	20	2 Foes	—
46	Flail	Normal	Physical	—	100	15	Normal	○
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

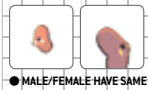
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Splash	Normal	Status	—	—	40	Self	—
Supersonic	Normal	Status	—	55	20	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Mud Sport	Ground	Status	—	—	15	All	—
Captivate	Normal	Status	—	100	20	2 Foes	—
Aqua Ring	Water	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○



- HEIGHT: 2'00"
- WEIGHT: 19.2 lbs.
- ITEMS: Heart Scale

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Swift Swim

STATS

HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS

Water 2

PERFORMANCE

SPEED ★★★☆☆
POWER ★
SKILL ★
STAMINA ★★★☆☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Route 27 (mass outbreak, water surface)
- Pokémon SoulSilver — Route 27 (mass outbreak, water surface)
- Pokémon Diamond — Pokémon League (Super Rod)
- Pokémon Pearl — Pokémon League (Super Rod)
- Pokémon Platinum — Pokémon League (Super Rod)

Pokémon HeartGold

Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

Pokémon SoulSilver

Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

EVOLUTION

Does not evolve

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No. 371 Bagon

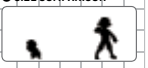
Rock Head Pokémon

Dragon



- HEIGHT: 2'00"
- WEIGHT: 92.8 lbs.
- ITEMS: Dragon Fang

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES

- Rock Head

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

EGG GROUPS

Dragon

PERFORMANCE

SPEED	★★★☆
POWER	★★★☆
SKILL	★★★☆
STAMINA	★★★☆
JUMP	★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon Diamond — —

Pokémon Pearl — Route 210, Celestic Town side (use Poké Radar)

Pokémon Platinum — Route 210, Celestic Town side (use Poké Radar)

Pokémon HeartGold

Its well-developed neck muscles and ironlike head can smash boulders into pieces.

Pokémon SoulSilver

Its well-developed neck muscles and ironlike head can smash boulders into pieces.

EVOLUTION



Bagon — Lv. 30 — Shelgon — Lv. 50 — Salamence

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
31	DragonBreath	Dragon	Special	60	100	20	Normal	—
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
40	Scary Face	Normal	Status	—	90	10	Normal	—
46	Crunch	Dark	Physical	80	100	15	Normal	○
50	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
55	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hydro Pump	Water	Special	120	80	5	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	○
Dragon Rage	Dragon	Special	—	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Fire Fang	Fire	Physical	65	95	15	Normal	○
Shadow Claw	Ghost	Physical	70	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○

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No. 372 | Endurance Pokémon
Shelgon

Dragon

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
30	Protect	Normal	Status	—	—	10	Self	—
32	DragonBreath	Dragon	Special	60	100	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
50	Crunch	Dark	Physical	80	100	15	Normal	○
55	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
61	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 3'07"
- WEIGHT: 243.6 lbs.
- ITEMS: Dragon Fang

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Rock Head

STATS

HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS

Dragon

PERFORMANCE

SPEED ★★
POWER ★★★★☆
SKILL ★☆
STAMINA ★★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)
- Pokémon SoulSilver: Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)
- Pokémon Diamond: —
- Pokémon Pearl: Level up Bagon to Lv. 30
- Pokémon Platinum: Level up Bagon to Lv. 30

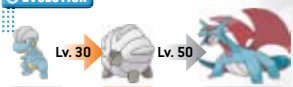
Pokémon HeartGold

It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

Pokémon SoulSilver

It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

EVOLUTION

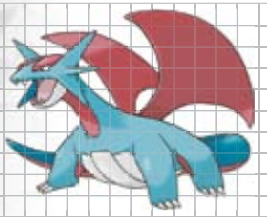


Bagon → Shelgon → Salamence

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No. 373 | Dragon Pokémon
Salamence

Dragon / Flying



- HEIGHT: 4'11"
- WEIGHT: 226.2 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Intimidate

STATS
HP ●●●●●
ATTACK ●●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Dragon

PERFORMANCE
SPEED ★★★
POWER ★★★★★
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Shelgon to Lv. 50
Pokémon SoulSilver	Level up Shelgon to Lv. 50
Pokémon Diamond	—
Pokémon Pearl	Level up Shelgon to Lv. 50
Pokémon Platinum	Level up Shelgon to Lv. 50

Pokémon HeartGold
It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

Pokémon SoulSilver
It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

EVOLUTION



Bagon → Lv. 30 → Shelgon → Lv. 50 → Salamence

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Rage	Normal	Physical	20	100	20	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
30	Protect	Normal	Status	—	—	10	Self	—
32	DragonBreath	Dragon	Special	60	100	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
50	Fly	Flying	Physical	90	95	15	Normal	○
53	Crunch	Dark	Physical	80	100	15	Normal	○
61	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
70	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

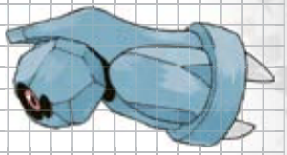
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM79	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 374 | Iron Ball Pokémon
Beldum

Steel | Psychic



● HEIGHT: 2'00"
● WEIGHT: 209.9 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Take Down	Normal	Physical	90	85	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Clear Body

STATS
HP ●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

EGG GROUPS
Mineral

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★
STAMINA ★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Trade Forretress to Steven at Silph Co. in Saffron City

Pokémon SoulSilver — Trade Forretress to Steven at Silph Co. in Saffron City

Pokémon Diamond — Route 228 (mass outbreak)

Pokémon Pearl — Route 228 (mass outbreak)

Pokémon Platinum — Route 228 (mass outbreak)

Pokémon HeartGold
The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

Pokémon SoulSilver
The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

EVOLUTION

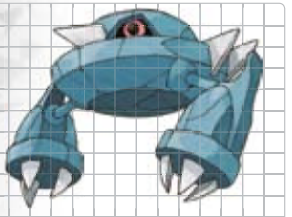


Beldum → Metang → Metagross

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No. 375 | Iron Claw Pokémon
Metang

Steel | Psychic



● HEIGHT: 3'11"
● WEIGHT: 446.4 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Clear Body

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Mineral

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond — Level up Beldum to Lv. 20

Pokémon Pearl — Level up Beldum to Lv. 20

Pokémon Platinum — Level up Beldum to Lv. 20

Pokémon HeartGold
When two BELDUM fuse together, a magnetic nervous system places their brains in union.

Pokémon SoulSilver
When two BELDUM fuse together, a magnetic nervous system places their brains in union.

EVOLUTION



Beldum — Lv. 20 → Metang — Lv. 45 → Metagross

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Take Down	Normal	Physical	90	85	20	Normal	○
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	—
24	Scary Face	Normal	Status	—	90	10	Normal	—
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Meteor Mash	Steel	Physical	100	85	10	Normal	○
52	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
56	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

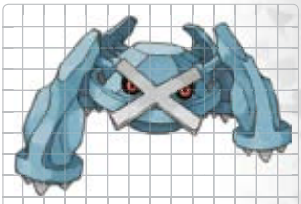
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 376 | Iron Leg Pokémon
Metagross

Steel | Psychic



● HEIGHT: 5'03"
● WEIGHT: 1,212.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Take Down	Normal	Physical	90	85	20	Normal	○
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	—
24	Scary Face	Normal	Status	—	90	10	Normal	—
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
45	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
53	Meteor Mash	Steel	Physical	100	85	10	Normal	○
62	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
71	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● ABILITIES

● Clear Body

● STATS

HP ●●●
ATTACK ●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

● EGG GROUPS

Mineral

● PERFORMANCE

SPEED ★☆
POWER ★★★★☆
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Metang to Lv. 45

Pokémon SoulSilver — Level up Metang to Lv. 45

Pokémon Diamond — Level up Metang to Lv. 45

Pokémon Pearl — Level up Metang to Lv. 45

Pokémon Platinum — Level up Metang to Lv. 45

Pokémon HeartGold

It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

Pokémon SoulSilver

It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

● EVOLUTION

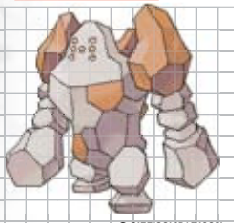


Beldum → Metang → Metagross

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No. 377 | Rock Peak Pokémon
Regirock

Rock



● HEIGHT: 5'07"
● WEIGHT: 507.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Clear Body

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★
POWER ★★★★★
SKILL ★★★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum Put the special Lv. 100 Regigigas in your party and go to the cave on Route 228*

Pokémon HeartGold
The same rocks that form its body have been found in ground layers around the world.

Pokémon SoulSilver
The same rocks that form its body have been found in ground layers around the world.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	○
41	Iron Defense	Steel	Status	—	—	15	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Stone Edge	Rock	Physical	100	80	5	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 378 | Iceberg Pokémon
Regice

Ice

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	—
41	Amnesia	Psychic	Status	—	—	20	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Ice Beam	Ice	Special	95	100	10	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

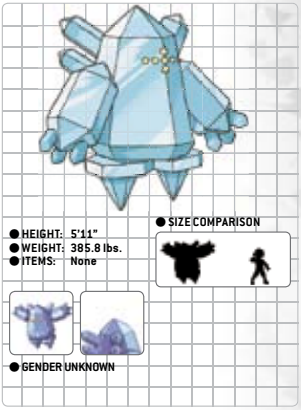
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 5'11"
- WEIGHT: 385.8 lbs.
- ITEMS: None

- SIZE COMPARISON

- GENDER UNKNOWN

ABILITIES

- Clear Body

STATS

HP	●●●
ATTACK	●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●●●
SPEED	●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★
POWER	★★★☆
SKILL	★★★★★
STAMINA	★★★★★
JUMP	★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond —
- Pokémon Pearl —
- Pokémon Platinum — Put the special Lv. 100 Regigigas in your party and go to Mt. Coronet 1F*

Pokémon HeartGold

It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

Pokémon SoulSilver

It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

EVOLUTION

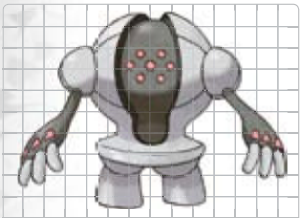
Does not evolve

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 379 | Iron Pokémon
Registeel

Steel



- HEIGHT: 6'03"
- WEIGHT: 451.9 lbs.
- ITEMS: None

SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES

- Clear Body

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●●
SPEED	●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★
POWER	★★★★☆
SKILL	★★★★★
STAMINA	★★★★★
JUMP	★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum Put the special Lv. 100 Regigigas in your party and go to Iron Island B3F*

Pokémon HeartGold

Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

Pokémon SoulSilver

Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
9	Metal Claw	Steel	Physical	50	95	35	Normal	○
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	○
41	Iron Defense	Steel	Status	—	—	15	Self	—
41	Amnesia	Psychic	Status	—	—	20	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Iron Head	Steel	Physical	80	100	15	Normal	○
73	Flash Cannon	Steel	Special	80	100	10	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

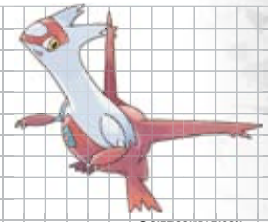
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 380 | Eon Pokémon
Latias

Dragon | Psychic



● HEIGHT: 4'07"
● WEIGHT: 88.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Wish	Normal	Status	—	—	10	Self	—
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	DragonBreath	Dragon	Special	60	100	20	Normal	—
25	Water Sport	Water	Status	—	—	15	All	—
30	Refresh	Normal	Status	—	—	20	Self	—
35	Mist Ball	Psychic	Special	70	100	5	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
45	Recover	Normal	Status	—	—	10	Self	—
50	Psycho Shift	Psychic	Status	—	90	10	Normal	—
55	Charm	Normal	Status	—	100	20	Normal	—
60	Healing Wish	Psychic	Status	—	—	10	Self	—
65	Psychic	Psychic	Special	90	100	10	Normal	—
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● ABILITIES
● Levitate

● STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

● EGG GROUPS
No Egg has ever been discovered

● PERFORMANCE
SPEED ★★★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

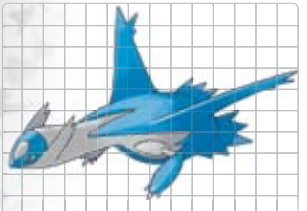
Pokémon SoulSilver
It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

● EVOLUTION
Does not evolve

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No. 381 | Eon Pokémon
Latios

Dragon | Psychic



● HEIGHT: 6'07"
● WEIGHT: 132.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM

ABILITIES
● Levitate

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold –

Pokémon SoulSilver Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City

Pokémon Diamond –

Pokémon Pearl –

Pokémon Platinum –

Pokémon HeartGold
It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

Pokémon SoulSilver
It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Heal Block	Psychic	Status	—	100	15	2 Foes	—
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	DragonBreath	Dragon	Special	60	100	20	Normal	—
25	Protect	Normal	Status	—	—	10	Self	—
30	Refresh	Normal	Status	—	—	20	Self	—
35	Luster Purge	Psychic	Special	70	100	5	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
45	Recover	Normal	Status	—	—	10	Self	—
50	Psycho Shift	Psychic	Status	—	90	10	Normal	—
55	Dragon Dance	Dragon	Status	—	—	20	Self	—
60	Memento	Dark	Status	—	100	10	Normal	—
65	Psychic	Psychic	Special	90	100	10	Normal	—
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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No. 382 | Sea Basin Pokémon
Kyogre

Water

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Pulse	Water	Special	60	100	20	Normal	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Body Slam	Normal	Physical	85	100	15	Normal	○
20	Muddy Water	Water	Special	95	85	10	2 Foes	—
30	Aqua Ring	Water	Status	—	—	20	Self	—
35	Ice Beam	Ice	Special	95	100	10	Normal	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Water Spout	Water	Special	150	100	5	2 Foes	—
60	Calm Mind	Psychic	Status	—	—	20	Self	—
65	Aqua Tail	Water	Physical	90	90	10	Normal	○
75	Sheer Cold	Ice	Special	—	30	5	Normal	—
80	Double-Edge	Normal	Physical	120	100	15	Normal	○
90	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

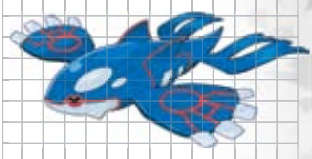
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



● HEIGHT: 14'09"
● WEIGHT: 776.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Drizzle

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Encounter it at the Embedded Tower once you have the Blue Orb

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

Pokémon SoulSilver
A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

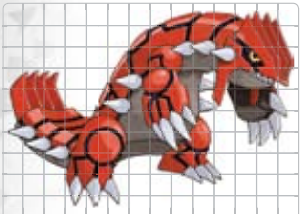
EVOLUTION

Does not evolve

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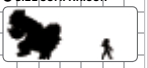
No. 383 | Continent Pokémon
Groudon

Ground



- HEIGHT: 11'06"
- WEIGHT: 2,094.4 lbs.
- ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

- Drought

STATS

HP	●●●●●
ATTACK	●●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★☆
POWER	★★★★★
SKILL	★★★★★
STAMINA	★★★★★
JUMP	★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Encounter it at the Embedded Tower once you have the Red Orb

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold

Said to have expanded the lands by evaporating water with raging heat. It battled titanically with KYOGRE.

Pokémon SoulSilver

Said to have expanded the lands by evaporating water with raging heat. It battled titanically with KYOGRE.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Shot	Ground	Special	55	95	15	Normal	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
20	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
30	Rest	Psychic	Status	—	—	10	Self	—
35	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Eruption	Fire	Special	150	100	5	2 Foes	—
60	Bulk Up	Fighting	Status	—	—	20	Self	—
65	Earth Power	Ground	Special	90	100	10	Normal	—
75	Fissure	Ground	Physical	—	30	5	Normal	—
80	SolarBeam	Grass	Special	120	100	10	Normal	—
90	Fire Blast	Fire	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

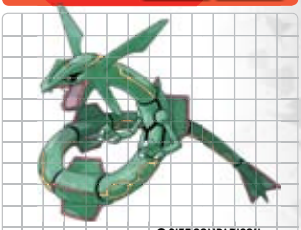
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 384 | Sky High Pokémon
Rayquaza

Dragon | Flying



- HEIGHT: 23'00"
- WEIGHT: 455.2 lbs.
- ITEMS: None

- SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES
- Air Lock

STATS
HP ●●●●●
ATTACK ●●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★★★

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Crunch	Dark	Physical	80	100	15	Normal	○
20	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
30	Rest	Psychic	Status	—	—	10	Self	—
35	Air Slash	Flying	Special	75	95	20	Normal	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Outrage	Dragon	Physical	120	100	15	1 Random	○
60	Dragon Dance	Dragon	Status	—	—	20	Self	—
65	Fly	Flying	Physical	90	95	15	Normal	○
75	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○
80	Hyper Beam	Normal	Special	150	90	5	Normal	—
90	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Encounter it at the Embedded Tower once you have the Jade Orb

Pokémon SoulSilver — Encounter it at the Embedded Tower once you have the Jade Orb

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

Pokémon SoulSilver
It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

EVOLUTION
Does not evolve

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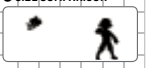
No. 385 | Wish Pokémon
Jirachi

Steel | Psychic



- HEIGHT: 1'00"
- WEIGHT: 2.4 lbs.
- ITEMS: None

- SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES

- Serene Grace

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★★☆☆
POWER	★★★
SKILL	★★★★☆
STAMINA	★★★☆
JUMP	★★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Pearl — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Platinum — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon HeartGold

Generations have believed that any wish written on a note on its head will come true when it awakens.

Pokémon SoulSilver

Generations have believed that any wish written on a note on its head will come true when it awakens.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wish	Normal	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
5	Rest	Psychic	Status	—	—	10	Self	—
10	Swift	Normal	Special	60	—	20	2 Foes	—
15	Helping Hand	Normal	Status	—	—	20	1 Ally	—
20	Psychic	Psychic	Special	90	100	10	Normal	—
25	Refresh	Normal	Status	—	—	20	Self	—
30	Rest	Psychic	Status	—	—	10	Self	—
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
40	Double-Edge	Normal	Physical	120	100	15	Normal	○
45	Gravity	Psychic	Status	—	—	5	All	—
50	Healing Wish	Psychic	Status	—	—	10	Self	—
55	Future Sight	Psychic	Special	80	90	15	Normal	—
60	Cosmic Power	Psychic	Status	—	—	20	Self	—
65	Last Resort	Normal	Physical	130	100	5	Normal	○
70	Doom Desire	Steel	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

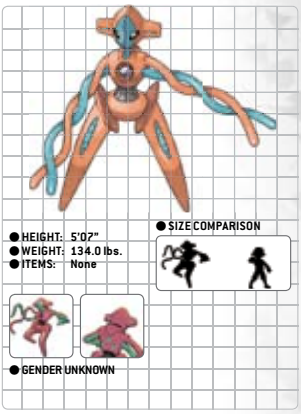
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

*Jirachi is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 386 | DNA Pokémon
Deoxys (Normal Forme)

Psychic



● HEIGHT: 5'07"
● WEIGHT: 134.0 lbs.
● ITEMS: None

● SIZE COMPARISON

● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	○
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Pursuit	Dark	Physical	40	100	20	Normal	—
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Snatch	Dark	Status	—	—	10	Depends	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status	—	—	20	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES

● Pressure

STATS

HP	●●
ATTACK	●●●●●●
DEFENSE	●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●
SPEED	●●●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★★★
POWER	★★★★
SKILL	★★★★
STAMINA	★★★★
JUMP	★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Pearl — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 386 | DNA Pokémon
Deoxys (Attack Forme)

Psychic



- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None

SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES

- Pressure

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★☆
POWER ★★★★★
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Pearl — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Platinum —

Pokémon HeartGold: DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver: DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	—
25	Taunt	Dark	Status	—	100	20	Normal	—
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Superpower	Fighting	Physical	120	100	5	Normal	○
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status	—	—	20	Self	—
81	Zap Cannon	Electric	Special	120	50	5	Normal	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

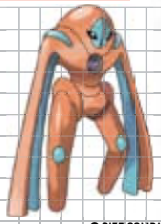
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 386 | DNA Pokémon
Deoxys (Defense Forme)

Psychic



● HEIGHT: 5'07"
● WEIGHT: 134.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	—
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Spikes	Ground	Status	—	—	20	2 Foes	—
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Snatch	Dark	Status	—	—	10	Depends	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Iron Defense	Steel	Status	—	—	15	Self	—
73	Amnesia	Psychic	Status	—	—	20	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Counter	Fighting	Physical	—	100	20	Self	○
97	Mirror Coat	Psychic	Special	—	100	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	

● ABILITIES

● Pressure

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●●●

● EGG GROUPS

No Egg has ever been discovered

● PERFORMANCE

SPEED ★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Pearl Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Platinum —

Pokémon HeartGold
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

● EVOLUTION

Does not evolve

*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 386 | DNA Pokémon
Deoxys (Speed Forme)

Psychic



- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None

SIZE COMPARISON





GENDER UNKNOWN

ABILITIES

- Pressure

EGG GROUPS

No Egg has ever been discovered

STATS

HP	●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●●

PERFORMANCE

SPEED	★★★★★
POWER	★★☆
SKILL	★★★★☆
STAMINA	★★★☆
JUMP	★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Pearl — Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Double Team	Normal	Status	—	—	15	Self	—
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Swift	Normal	Special	60	—	20	2 Foes	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Agility	Psychic	Status	—	—	30	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 387 | Tiny Leaf Pokémon
Turtwig

Grass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Withdraw	Water	Status	—	—	40	Self	—
9	Absorb	Grass	Special	20	100	25	Normal	—
13	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Leech Seed	Grass	Status	—	90	10	Normal	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Giga Drain	Grass	Special	60	100	10	Normal	—
45	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

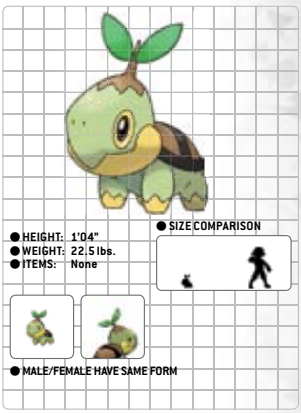
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Worry Seed	Grass	Status	—	100	10	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	○
Amnesia	Psychic	Status	—	—	20	Self	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—



● HEIGHT: 1'04"
● WEIGHT: 22.5 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Overgrow

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

EGG GROUPS

Monster
Grass

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Receive from Professor Rowan at the beginning of the adventure

Pokémon Pearl Receive from Professor Rowan at the beginning of the adventure

Pokémon Platinum Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold

Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

Pokémon SoulSilver

Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

EVOLUTION



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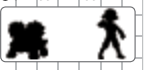
No. 388 | Grove Pokémon
Grotle

Grass



● HEIGHT: 3'07"
● WEIGHT: 213.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Overgrow

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS
Monster
Grass

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Turtwig to Lv. 18

Pokémon Pearl Level up Turtwig to Lv. 18

Pokémon Platinum Level up Turtwig to Lv. 18

Pokémon HeartGold
A GROTLE that lives in the forest is said to have its own secret springwater.

Pokémon SoulSilver
A GROTLE that lives in the forestis said to have its own secret springwater.

EVOLUTION



Turtwig — Lv. 18 → Grotle — Lv. 32 → Torterra

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
5	Withdraw	Water	Status	—	—	40	Self	—
9	Absorb	Grass	Special	20	100	25	Normal	—
13	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
22	Bite	Dark	Physical	60	100	25	Normal	○
27	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Leech Seed	Grass	Status	—	90	10	Normal	—
37	Synthesis	Grass	Status	—	—	5	Self	—
42	Crunch	Dark	Physical	80	100	15	Normal	○
47	Giga Drain	Grass	Special	60	100	10	Normal	—
52	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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Pokémon Moves

No. 389 | Continent Pokémon

Torterra

Grass / Ground

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	—
34	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Sunny Day	Fire	Status	—	—	5	All	—
46	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVE MANIAC

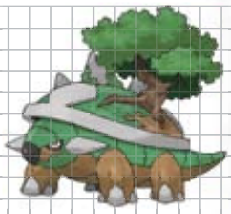
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



- HEIGHT: 7'03"
- WEIGHT: 683.4 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

- Overgrow

STATS

HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

EGG GROUPS

Monster
Grass

PERFORMANCE

SPEED ★☆
POWER ★★★★★
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond — Level up Grotle to Lv. 32
- Pokémon Pearl — Level up Grotle to Lv. 32
- Pokémon Platinum — Level up Grotle to Lv. 32

Pokémon HeartGold
Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled.

Pokémon SoulSilver
Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled

EVOLUTION



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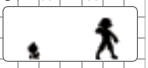
No. 390 | Chimp Pokémon
Chimchar

Fire



● HEIGHT: 1'08"
● WEIGHT: 13.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Blaze

EGG GROUPS
Field
Human-like

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond — Receive from Professor Rowan at the beginning of the adventure

Pokémon Pearl — Receive from Professor Rowan at the beginning of the adventure

Pokémon Platinum — Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold
The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

Pokémon SoulSilver
The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

EVOLUTION



Chimchar — Lv. 14 — Monferno — Lv. 36 — Infernape

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Flame Wheel	Fire	Physical	60	100	25	Normal	○
23	Nasty Plot	Dark	Status	—	—	20	Self	—
25	Torment	Dark	Status	—	100	15	Normal	—
31	Facade	Normal	Physical	70	100	20	Normal	○
33	Fire Spin	Fire	Special	15	70	15	Normal	—
39	Slack Off	Normal	Status	—	—	10	Self	—
41	Flamethrower	Fire	Special	95	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Focus Energy	Normal	Status	—	—	30	Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Blaze Kick	Fire	Physical	85	90	10	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Assist	Normal	Status	—	—	20	Depends	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	—
14	Mach Punch	Fighting	Physical	40	100	30	Normal	○
16	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
26	Feint	Normal	Physical	50	100	10	Normal	—
29	Torment	Dark	Status	—	100	15	Normal	—
36	Close Combat	Fighting	Physical	120	100	5	Normal	○
39	Fire Spin	Fire	Special	15	70	15	Normal	—
46	Slack Off	Normal	Status	—	—	10	Self	—
49	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 391 | Playful Pokémon
Monferno

Fire | Fighting



- HEIGHT: 2'11"
- WEIGHT: 48.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Blaze

EGG GROUPS
Field
Human-like

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●●●

PERFORMANCE

SPEED	★★★★☆	STAMINA	★★
POWER	★★★☆	JUMP	★★★
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — —
- Pokémon SoulSilver — —
- Pokémon Diamond — Level up Chimchar to Lv. 14
- Pokémon Pearl — Level up Chimchar to Lv. 14
- Pokémon Platinum — Level up Chimchar to Lv. 14

Pokémon HeartGold
A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

Pokémon SoulSilver
A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

EVOLUTION



Chimchar → Monferno → Infernape

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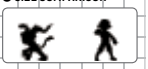
No. 392 | Flame Pokémon
Infernape

Fire / Fighting



- HEIGHT: 3'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Blaze

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS
Field
Human-like

PERFORMANCE
SPEED ★★★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Monferno to Lv. 36

Pokémon Pearl Level up Monferno to Lv. 36

Pokémon Platinum Level up Monferno to Lv. 36

Pokémon HeartGold
It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

Pokémon SoulSilver
It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

EVOLUTION



Chimchar → Monferno → Infernape

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Taunt	Dark	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	—
14	Mach Punch	Fighting	Physical	40	100	30	Normal	○
17	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Flame Wheel	Fire	Physical	60	100	25	Normal	○
29	Feint	Normal	Physical	50	100	10	Normal	—
33	Punishment	Dark	Physical	—	100	5	Normal	○
41	Close Combat	Fighting	Physical	120	100	5	Normal	○
45	Fire Spin	Fire	Special	15	70	15	Normal	—
53	Calm Mind	Psychic	Status	—	—	20	Self	—
57	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 393 | Penguin Pokémon
Piplup

Water

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Water Sport	Water	Status	—	—	15	All	—
15	Peck	Flying	Physical	35	100	35	Normal	○
18	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Bide	Normal	Physical	—	—	10	Self	○
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
29	Brine	Water	Special	65	100	10	Normal	—
32	Whirlpool	Water	Special	15	70	15	Normal	—
36	Mist	Ice	Status	—	—	30	2 Allies	—
39	Drill Peck	Flying	Physical	80	100	20	Normal	○
43	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double Hit	Normal	Physical	35	90	10	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Mud Sport	Ground	Status	—	—	15	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Agility	Psychic	Status	—	—	30	Self	—
Aqua Ring	Water	Status	—	—	20	Self	—
Hydro Pump	Water	Special	120	80	5	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—



- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None

SIZE COMPARISON



MALE/FEMALE HAVE SAME FORM

ABILITIES
- Torrent

EGG GROUPS
Water 1
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Receive from Professor Rowan at the beginning of the adventure

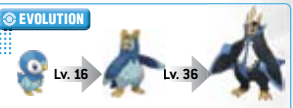
Pokémon Pearl Receive from Professor Rowan at the beginning of the adventure

Pokémon Platinum Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold
It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

Pokémon SoulSilver
It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

EVOLUTION



Piplup — Lv. 16 → Prinplup — Lv. 36 → Empoleon

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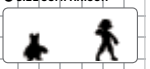
No. 394 | Penguin Pokémon
Prinplup

Water



● HEIGHT: 2'07"
● WEIGHT: 50.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Torrent

EGG GROUPS
Water 1
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Piplup to Lv. 16

Pokémon Pearl Level up Piplup to Lv. 16

Pokémon Platinum Level up Piplup to Lv. 16

Pokémon HeartGold
It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

Pokémon SoulSilver
It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

EVOLUTION



Piplup → Prinplup → Empoleon

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Water Sport	Water	Status	—	—	15	All	—
15	Peck	Flying	Physical	35	100	35	Normal	○
16	Metal Claw	Steel	Physical	50	95	35	Normal	○
19	BubbleBeam	Water	Special	65	100	20	Normal	—
24	Bide	Normal	Physical	—	—	10	Self	○
28	Fury Attack	Normal	Physical	15	85	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Whirlpool	Water	Special	15	70	15	Normal	—
42	Mist	Ice	Status	—	—	30	2 Allies	—
46	Drill Peck	Flying	Physical	80	100	20	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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Pokémon Moves

No. 395 | Emperor Pokémon

Empoleon

Water | Steel



- HEIGHT: 5'07"
- WEIGHT: 186.3 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Swords Dance	Normal	Status	—	—	30	Self	—
15	Peck	Flying	Physical	35	100	35	Normal	○
16	Metal Claw	Steel	Physical	50	95	35	Normal	○
19	Swagger	Normal	Status	—	90	15	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Fury Attack	Normal	Physical	15	85	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
36	Aqua Jet	Water	Physical	40	100	20	Normal	○
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Mist	Ice	Status	—	—	30	2 Allies	—
52	Drill Peck	Flying	Physical	80	100	20	Normal	○
59	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

- Torrent

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●

EGG GROUPS

Water 1

Field

PERFORMANCE

SPEED	★★★
POWER	★★★☆☆
SKILL	★★★
STAMINA	★★★★☆
JUMP	★★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond — Level up Prinplup to Lv. 36
- Pokémon Pearl — Level up Prinplup to Lv. 36
- Pokémon Platinum — Level up Prinplup to Lv. 36

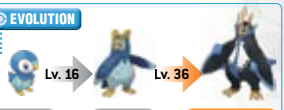
Pokémon HeartGold

It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

Pokémon SoulSilver

It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

EVOLUTION



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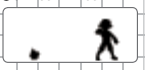
No. 396 | Starling Pokémon
Starly

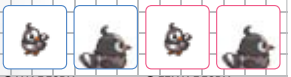
Normal | Flying



● HEIGHT: 1'00"
● WEIGHT: 4.4 lbs.
● ITEMS: Yache Berry

● SIZE COMPARISON





● MALE FORM
Larger white marking on head

● FEMALE FORM
Smaller white marking on head

ABILITIES
● Keen Eye

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS
Flying

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Pewter City (use Headbutt on two trees at the back of Route 2)

Pokémon SoulSilver — Pewter City (use Headbutt on two trees at the back of Route 2)

Pokémon Diamond — Route 201

Pokémon Pearl — Route 201

Pokémon Platinum — Route 201

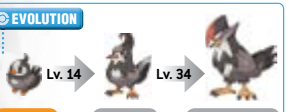
Pokémon HeartGold

They flock around mountains and fields, chasing after bug Pokémon.Their singing is noisy and annoying.

Pokémon SoulSilver

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

EVOLUTION



Starly | Staravia | Staraptor

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status	—	—	15	Self	—
17	Endeavor	Normal	Physical	—	100	5	Normal	○
21	Whirlwind	Normal	Status	—	100	20	Normal	—
25	Aerial Ace	Flying	Physical	60	—	20	Normal	○
29	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Brave Bird	Flying	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
FeatherDance	Flying	Status	—	100	15	Normal	—
Fury Attack	Normal	Physical	15	85	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Astonish	Ghost	Physical	30	100	15	Normal	○
Sand-Attack	Ground	Status	—	100	15	Normal	—
Foresight	Normal	Status	—	—	40	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status	—	—	15	Self	—
18	Endeavor	Normal	Physical	—	100	5	Normal	○
23	Whirlwind	Normal	Status	—	100	20	Normal	—
28	Aerial Ace	Flying	Physical	60	—	20	Normal	○
33	Take Down	Normal	Physical	90	85	20	Normal	○
38	Agility	Psychic	Status	—	—	30	Self	—
43	Brave Bird	Flying	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

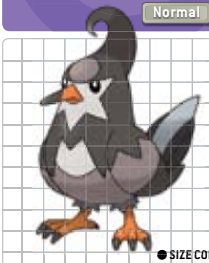
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

Pokémon Moves

No. 397 | Starling Pokémon
Staravia

Normal | Flying



- HEIGHT: 2'00"
- WEIGHT: 34.2 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM
  Larger gray marking on head



- FEMALE FORM
  Smaller gray marking on head

ABILITIES

- Intimidate

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

EGG GROUPS

Flying

PERFORMANCE

SPEED ★★★☆
POWER ★★★
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Starly to Lv. 14
- Pokémon SoulSilver — Level up Starly to Lv. 14
- Pokémon Diamond — Route 209
- Pokémon Pearl — Route 209
- Pokémon Platinum — Route 209

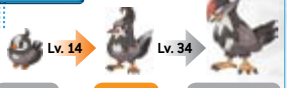
Pokémon HeartGold

They maintain huge flocks, although fierce scuffles break out between various flocks.

Pokémon SoulSilver

They maintain huge flocks, although fierce scuffles break out between various flocks.

EVOLUTION



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No. 398 | Predator Pokémon

Staraptor

Normal Flying



- HEIGHT: 3'11"
- WEIGHT: 54.9 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Larger white marking on head
- FEMALE FORM: Smaller white marking on head

ABILITIES

- Intimidate

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●●●

EGG GROUPS

Flying

PERFORMANCE

SPEED	★★★	STAMINA	★★★☆
POWER	★★★★☆	JUMP	★★★★★
SKILL	★☆☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Staravia to Lv. 34

Pokémon SoulSilver — Level up Staravia to Lv. 34

Pokémon Diamond — Level up Staravia to Lv. 34

Pokémon Pearl — Level up Staravia to Lv. 34

Pokémon Platinum — Level up Staravia to Lv. 34

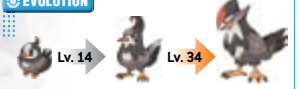
Pokémon HeartGold

When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

Pokémon SoulSilver

When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status	—	—	15	Self	—
18	Endeavor	Normal	Physical	—	100	5	Normal	○
23	Whirlwind	Normal	Status	—	100	20	Normal	—
28	Aerial Ace	Flying	Physical	60	—	20	Normal	○
33	Take Down	Normal	Physical	90	85	20	Normal	○
34	Close Combat	Fighting	Physical	120	100	5	Normal	○
41	Agility	Psychic	Status	—	—	30	Self	—
49	Brave Bird	Flying	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 399 | Plump Mouse Pokémon
Bidoof

Normal



● HEIGHT: 1'08"
● WEIGHT: 44.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
More tufts of fur on tail



● FEMALE FORM
Fewer tufts of fur on tail

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Rollout	Rock	Physical	30	90	20	Normal	○
17	Headbutt	Normal	Physical	70	100	15	Normal	○
21	Hyper Fang	Normal	Physical	80	90	15	Normal	○
25	Yawn	Normal	Status	—	—	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Super Fang	Normal	Physical	—	90	10	Normal	○
41	Superpower	Fighting	Physical	120	100	5	Normal	○
45	Curse	???	Status	—	—	10	Normal/Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Water Sport	Water	Status	—	—	15	All	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

ABILITIES

● Simple
● Unaware

STATS

HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS

Water 1
Field

PERFORMANCE

SPEED ★★☆☆
POWER ★★☆☆
SKILL ★☆☆☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 30 (Sinnoh Sound)

Pokémon SoulSilver — Route 30 (Sinnoh Sound)

Pokémon Diamond — Route 201

Pokémon Pearl — Route 201

Pokémon Platinum — Route 201

Pokémon HeartGold

It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

Pokémon SoulSilver

It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

EVOLUTION



Bidoof — Lv. 15 — Bibarel

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No. 400 | Beaver Pokémon
Bibarel

Normal | Water



- HEIGHT: 3'03"
- WEIGHT: 69.4 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM
  Marking on face is wider
- FEMALE FORM
  Marking on face is more narrow

ABILITIES

- Simple
- Unaware

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS

Water 1
Field

PERFORMANCE

SPEED ★☆☆☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Big Forest Pokéwalker Route
- Pokémon SoulSilver — Big Forest Pokéwalker Route
- Pokémon Diamond — Route 208
- Pokémon Pearl — Route 208
- Pokémon Platinum — Route 208

Pokémon HeartGold
It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

Pokémon SoulSilver
It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

EVOLUTION



Bidoof — Lv. 15 — Bibarel



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Rollout	Rock	Physical	30	90	20	Normal	○
15	Water Gun	Water	Special	40	100	25	Normal	—
18	Headbutt	Normal	Physical	70	100	15	Normal	○
23	Hyper Fang	Normal	Physical	80	90	15	Normal	○
28	Yawn	Normal	Status	—	—	10	Normal	—
33	Amnesia	Psychic	Status	—	—	20	Self	—
38	Take Down	Normal	Physical	90	85	20	Normal	○
43	Super Fang	Normal	Physical	—	90	10	Normal	○
48	Superpower	Fighting	Physical	120	100	5	Normal	○
53	Curse	???	Status	—	—	10	Normal/Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 401 | Cricket Pokémon
Kricketot

Bug

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	○
16	Bug Bite	Bug	Physical	60	100	20	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

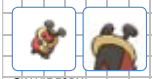
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA



- HEIGHT: 1'01"
- WEIGHT: 4.9 lbs.
- ITEMS: Metronome

SIZE COMPARISON





- MALE FORM: Smaller collar
- FEMALE FORM: Bigger collar

ABILITIES
- Shed Skin

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

EGG GROUPS
Bug

PERFORMANCE

SPEED	★★★★	STAMINA	★★☆
POWER	★★☆	JUMP	★★★
SKILL	★★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Viridian Forest (mass outbreak)
- Pokémon SoulSilver: Viridian Forest (mass outbreak)
- Pokémon Diamond: Route 202 (morning and night only)
- Pokémon Pearl: Route 202 (morning and night only)
- Pokémon Platinum: Route 202 (morning and night only)

Pokémon HeartGold
When its antennae hit each other, it sounds like the music of a xylophone.

Pokémon SoulSilver
When its antennae hit each other, it sounds like the music of a xylophone.

EVOLUTION



Kricketot → Kricketune

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No. 402 | Cricket Pokémon
Kricketune

Bug



● HEIGHT: 3'03"
● WEIGHT: 56.2 lbs.
● ITEMS: Metronome

● SIZE COMPARISON





● MALE FORM
Longer mustache

● FEMALE FORM
Shorter mustache

ABILITIES
● Swarm

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

Pokémon SoulSilver — Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

Pokémon Diamond — Route 206

Pokémon Pearl — Route 206

Pokémon Platinum — Route 206 (morning and night only)

Pokémon HeartGold
By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

Pokémon SoulSilver
By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

EVOLUTION



Kricketot — Lv. 10 — Kricketune

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	○
10	Fury Cutter	Bug	Physical	10	95	20	Normal	○
14	Leech Life	Bug	Physical	20	100	15	Normal	○
18	Sing	Normal	Status	—	55	15	Normal	—
22	Focus Energy	Normal	Status	—	—	30	Self	—
26	Slash	Normal	Physical	70	100	20	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	—
38	Taunt	Dark	Status	—	100	20	Normal	—
42	Night Slash	Dark	Physical	70	100	15	Normal	○
46	Bug Buzz	Bug	Special	90	100	10	Normal	—
50	Perish Song	Normal	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 403 | Flash Pokémon
Shinx

Electric



- HEIGHT: 1'08"
- WEIGHT: 20.9 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
More fur on head and paws

● FEMALE FORM
Less fur on head and paws

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Spark	Electric	Physical	65	100	20	Normal	○
17	Bite	Dark	Physical	60	100	25	Normal	○
21	Roar	Normal	Status	—	100	20	Normal	—
25	Swagger	Normal	Status	—	90	15	Normal	—
29	Crunch	Dark	Physical	80	100	15	Normal	○
33	Thunder Fang	Electric	Physical	65	95	15	Normal	○
37	Scary Face	Normal	Status	—	90	10	Normal	—
41	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Howl	Normal	Status	—	—	40	Self	—
Take Down	Normal	Physical	90	85	20	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○

ABILITIES
- Rivalry
- Intimidate

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Route 29 (Sinnoh Sound)
- Pokémon SoulSilver — Route 29 (Sinnoh Sound)
- Pokémon Diamond — Route 202
- Pokémon Pearl — Route 202
- Pokémon Platinum — Route 202

Pokémon HeartGold
The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

Pokémon SoulSilver
The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

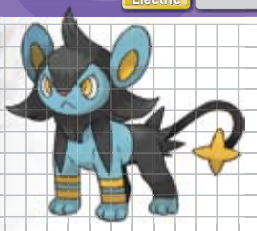
EVOLUTION


Shinx → Luxio → Luxray

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No. 404 | Spark Pokémon
Luxio

Electric



● HEIGHT: 2'11"
● WEIGHT: 67.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
More fur on head and paws

● FEMALE FORM
Less fur on head and paws

ABILITIES
● Rivalry
● Intimidate

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Savannah Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Savannah Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond — Fuego Ironworks

Pokémon Pearl — Fuego Ironworks

Pokémon Platinum — Route 222

Pokémon HeartGold
By gathering their tails together, they collectively generate powerful electricity from their claws.

Pokémon SoulSilver
By gathering their tails together, they collectively generate powerful electricity from their claws.

EVOLUTION



Shinx — Lv. 15 — Luxio — Lv. 30 — Luxray

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	○
18	Spark	Electric	Physical	65	100	20	Normal	○
23	Roar	Normal	Status	—	100	20	Normal	—
28	Swagger	Normal	Status	—	90	15	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
38	Thunder Fang	Electric	Physical	65	95	15	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
48	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

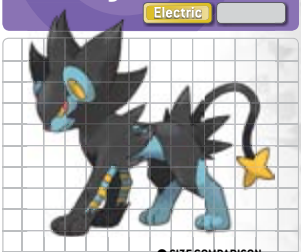
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

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No. 405 | Gleam Eyes Pokémon
Luxray

Electric



● HEIGHT: 4'07"
● WEIGHT: 92.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
More fur on head



● FEMALE FORM
Less fur on head

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Charge	Electric	Status	—	—	20	Self	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	○
18	Spark	Electric	Physical	65	100	20	Normal	○
23	Roar	Normal	Status	—	100	20	Normal	—
28	Swagger	Normal	Status	—	90	15	Normal	—
35	Crunch	Dark	Physical	80	100	15	Normal	○
42	Thunder Fang	Electric	Physical	65	95	15	Normal	○
49	Scary Face	Normal	Status	—	90	10	Normal	—
56	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

ABILITIES
● Rivalry
● Intimidate

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★★
STAMINA ★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Luxio to Lv. 30

Pokémon SoulSilver — Level up Luxio to Lv. 30

Pokémon Diamond — Level up Luxio to Lv. 30

Pokémon Pearl — Level up Luxio to Lv. 30

Pokémon Platinum — Level up Luxio to Lv. 30

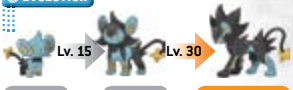
Pokémon HeartGold

LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

Pokémon SoulSilver

LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

EVOLUTION



Shinx → Luxio → Luxray

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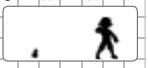
No. 406 | Bud Pokémon
Budew

Grass | Poison



● HEIGHT: 0'08"
● WEIGHT: 2.6 lbs.
● ITEMS: Poison Barb

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Natural Cure
● Poison Point

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Ilex Forest (Sinnoh Sound)

Pokémon SoulSilver — Ilex Forest (Sinnoh Sound)

Pokémon Diamond — Route 204

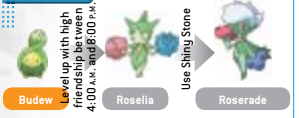
Pokémon Pearl — Route 204

Pokémon Platinum — Route 204

Pokémon HeartGold
When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

Pokémon SoulSilver
When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
4	Growth	Normal	Status	—	—	40	Self	—
7	Water Sport	Water	Status	—	—	15	All	—
10	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Mega Drain	Grass	Special	40	100	15	Normal	—
16	Worry Seed	Grass	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	—	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spikes	Ground	Status	—	—	20	2 Foes	—
Synthesis	Grass	Status	—	—	5	Self	—
Pin Missile	Bug	Physical	14	85	20	Normal	—
Cotton Spore	Grass	Status	—	85	40	Normal	—
Sleep Powder	Grass	Status	—	75	15	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Mind Reader	Normal	Status	—	—	5	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	—

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No. 407 | Bouquet Pokémon
Roserade

Grass | Poison



● HEIGHT: 2'11"
● WEIGHT: 32.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter cape



● FEMALE FORM
Longer cape

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Weather Ball	Normal	Special	50	100	10	Normal	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

ABILITIES
● Natural Cure
● Poison Point

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Fairy
Grass

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Shiny Stone on Roselia

Pokémon SoulSilver — Use Shiny Stone on Roselia

Pokémon Diamond — Use Shiny Stone on Roselia

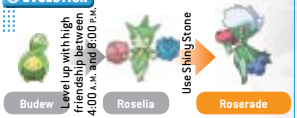
Pokémon Pearl — Use Shiny Stone on Roselia

Pokémon Platinum — Use Shiny Stone on Roselia

Pokémon HeartGold
Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

Pokémon SoulSilver
Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

EVOLUTION



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No. 408 | Head Butt Pokémon
Cranidos

Rock



● HEIGHT: 2'11"
● WEIGHT: 69.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Mold Breaker

EGG GROUPS
Monster

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum

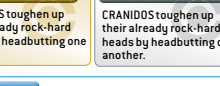
Pokémon Pearl —

Pokémon Platinum Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
CRANIDOS toughen up their already rock-hard heads by headbutting one another.

Pokémon SoulSilver
CRANIDOS toughen up their already rock-hard heads by headbutting one another.

EVOLUTION



Cranidos → Rampardos

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Assurance	Dark	Physical	50	100	10	Normal	○
28	AncientPower	Rock	Special	60	100	5	Normal	—
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Screech	Normal	Status	—	85	40	Normal	—
43	Head Smash	Rock	Physical	150	80	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Leer	Normal	Status	—	100	30	2 Foes	—
Slam	Normal	Physical	80	75	20	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
Whirlwind	Normal	Status	—	100	20	Normal	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—

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No. 409 | Head Butt Pokémon
Rampardos

Rock

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Assurance	Dark	Physical	50	100	10	Normal	○
28	AncientPower	Rock	Special	60	100	5	Normal	—
30	Endeavor	Normal	Physical	—	100	5	Normal	○
36	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Screech	Normal	Status	—	85	40	Normal	—
52	Head Smash	Rock	Physical	150	80	5	Normal	○

MOVE MANIAC

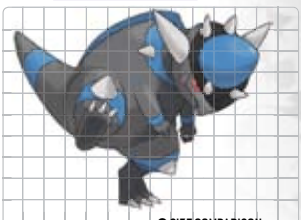
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 5'03"
- WEIGHT: 226.0 lbs.
- ITEMS: None

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

ABILITIES
- Mold Breaker

EGG GROUPS
Monster

STATS

HP	●●●●
ATTACK	●●●●●●
DEFENSE	●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●●

PERFORMANCE

SPEED	★★★
POWER	★★★★★
SKILL	★★☆
STAMINA	★★★☆
JUMP	★★☆

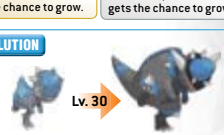
MAIN WAYS TO OBTAIN

- Pokémon HeartGold — —
- Pokémon SoulSilver — —
- Pokémon Diamond — Level up Cranidos to Lv. 30
- Pokémon Pearl — —
- Pokémon Platinum — Level up Cranidos to Lv. 30

Pokémon HeartGold
Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

Pokémon SoulSilver
Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

EVOLUTION



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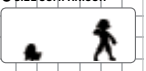
No. 410 | Shield Pokémon
Shieldon

Rock | Steel



● HEIGHT: 1'08"
● WEIGHT: 125.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Sturdy

EGG GROUPS
Monster

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Platinum Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

Pokémon SoulSilver
It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

EVOLUTION


Shieldon

Lv. 30


Bastiodon

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
6	Taunt	Dark	Status	—	100	20	Normal	—
10	Metal Sound	Steel	Status	—	85	40	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Iron Defense	Steel	Status	—	—	15	Self	—
24	Swagger	Normal	Status	—	90	15	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
33	Endure	Normal	Status	—	—	10	Self	—
37	Metal Burst	Steel	Physical	—	100	10	Self	—
43	Iron Head	Steel	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Focus Energy	Normal	Status	—	—	30	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Rock Blast	Rock	Physical	25	80	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○

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No. 411 | Shield Pokémon
Bastiodon

Rock | Steel



● HEIGHT: 4'03"
● WEIGHT: 329.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
1	Taunt	Dark	Status	—	100	20	Normal	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
6	Taunt	Dark	Status	—	100	20	Normal	—
10	Metal Sound	Steel	Status	—	85	40	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Iron Defense	Steel	Status	—	—	15	Self	—
24	Swagger	Normal	Status	—	90	15	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
30	Block	Normal	Status	—	—	5	Normal	—
36	Endure	Normal	Status	—	—	10	Self	—
43	Metal Burst	Steel	Physical	—	100	10	Self	—
52	Iron Head	Steel	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Sturdy

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●●●
SPEED ●

EGG GROUPS
Monster

PERFORMANCE
SPEED ★★
POWER ★★★☆☆
SKILL ★☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Level up Shieldon to Lv. 30

Pokémon Platinum Level up Shieldon to Lv. 30

Pokémon HeartGold
When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

Pokémon SoulSilver
When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

EVOLUTION



Lv. 30



Shieldon → Bastiodon

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No. 412 | Bagworm Pokémon
Burmy

Bug



● HEIGHT: 0'08"
● WEIGHT: 7.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● PLANT CLOAK ● SANDY CLOAK ● TRASH CLOAK

ABILITIES
● Shed Skin

EGG GROUPS
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★☆☆☆☆
POWER ★☆☆
SKILL ★☆☆☆☆
STAMINA ★☆☆☆
JUMP ★★☆

* Burmy's Performance depends on its cloak

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 38 (use Rock Climb to reach trees, then use Headbutt)

Pokémon SoulSilver — Route 38 (use Rock Climb to reach trees, then use Headbutt)

Pokémon Diamond — Spread Honey on a the sweet-smelling tree

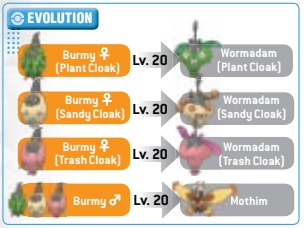
Pokémon Pearl — Spread Honey on a the sweet-smelling tree

Pokémon Platinum — Spread Honey on a the sweet-smelling tree

Pokémon HeartGold
It covers itself with a cloak to shelter from the cold. When it's hot, its cloak is thinner.

Pokémon SoulSilver
It covers itself with a cloak to shelter from the cold. When it's hot, its cloak is thinner.

EVOLUTION



*Sandy Cloak: Speed ★☆☆☆☆ Power ★☆☆☆
Trash Cloak: Speed ★☆☆☆☆ Power ★☆☆☆☆
Skill ★☆☆☆ Stamina ★☆☆☆☆ Jump ★★☆
Skill ★☆☆ Stamina ★☆☆☆☆ Jump ★★☆

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Protect	Normal	Status	—	—	10	Self	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
29	Growth	Normal	Status	—	—	40	Self	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

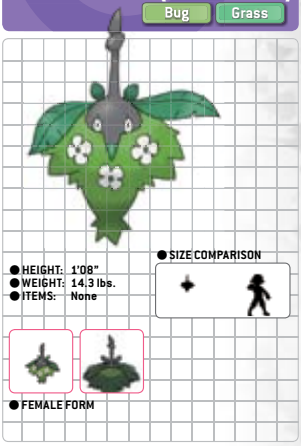
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

Pokémon Moves

No. 413 | Bagworm Pokémon

Wormadam (Plant Cloak)

Bug | Grass



- HEIGHT: 1'08"
- WEIGHT: 14.3 lbs.
- ITEMS: None

SIZE COMPARISON

FEMALE FORM

ABILITIES

- Anticipation

STATS

HP	●●
ATTACK	●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●
SPEED	●●

EGG GROUPS

Bug

PERFORMANCE

SPEED	★★★☆	STAMINA	★★★☆
POWER	★★☆	JUMP	★★★
SKILL	★★★★		

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon SoulSilver	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Diamond	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Pearl	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Platinum	Level up Burmy (Plant Cloak) ♀ to Lv. 20

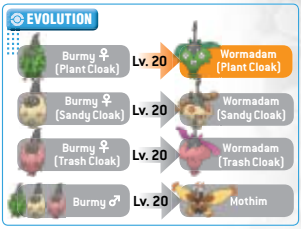
Pokémon HeartGold

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

EVOLUTION



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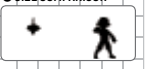
No. 413 | Bagworm Pokémon
Wormadam (Sandy Cloak)

Bug / Ground



● HEIGHT: 1'08"
● WEIGHT: 14.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
● Anticipation

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Burmy (Sandy Cloak) ♀ to Lv. 20

Pokémon SoulSilver — Level up Burmy (Sandy Cloak) ♀ to Lv. 20

Pokémon Diamond — Level up Burmy (Sandy Cloak) ♀ to Lv. 20

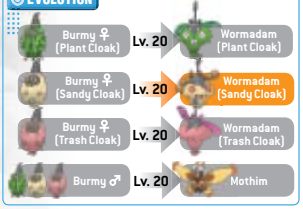
Pokémon Pearl — Level up Burmy (Sandy Cloak) ♀ to Lv. 20

Pokémon Platinum — Level up Burmy (Sandy Cloak) ♀ to Lv. 20

Pokémon HeartGold
It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver
It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Harden	Normal	Status	—	—	30	Self	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

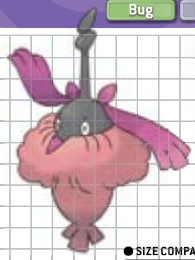
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 413 | Bagworm Pokémon
Wormadam (Trash Cloak)

Bug | Steel



● HEIGHT: 1'08"
● WEIGHT: 14.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Mirror Shot	Steel	Special	65	85	10	Normal	—
29	Metal Sound	Steel	Status	—	85	40	Normal	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Iron Head	Steel	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

ABILITIES
● Anticipation

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆☆
POWER ★★★☆☆
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Burmy (Trash Cloak) ♀ to Lv. 20

Pokémon SoulSilver — Level up Burmy (Trash Cloak) ♀ to Lv. 20

Pokémon Diamond — Level up Burmy (Trash Cloak) ♀ to Lv. 20

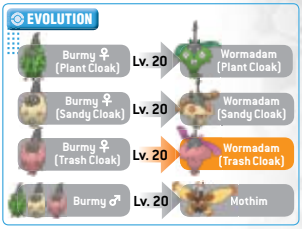
Pokémon Pearl — Level up Burmy (Trash Cloak) ♀ to Lv. 20

Pokémon Platinum — Level up Burmy (Trash Cloak) ♀ to Lv. 20

Pokémon HeartGold
It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver
It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

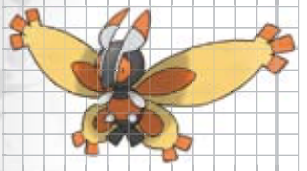
EVOLUTION



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No. 414 | Moth Pokémon
Mothim

Bug | Flying



● HEIGHT: 2'11"
● WEIGHT: 51.4 lbs.
● ITEMS: None

● SIZE COMPARISON





MALE FORM

ABILITIES
● Swarm

EGG GROUPS
Bug

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆☆
SKILL ★★☆☆☆
STAMINA ★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Burmy ♂ to Lv. 20

Pokémon SoulSilver — Level up Burmy ♂ to Lv. 20

Pokémon Diamond — Level up Burmy ♂ to Lv. 20

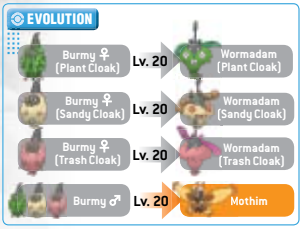
Pokémon Pearl — Level up Burmy ♂ to Lv. 20

Pokémon Platinum — Level up Burmy ♂ to Lv. 20

Pokémon HeartGold
It flutters around at night and steals honey from the COMBEE hive.

Pokémon SoulSilver
It flutters around at night and steals honey from the COMBEE hive.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Gust	Flying	Special	40	100	35	Normal	—
29	PoisonPowder	Poison	Status	—	75	35	Normal	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Camouflage	Normal	Status	—	—	20	Self	—
38	Silver Wind	Bug	Special	60	100	5	Normal	—
41	Air Slash	Flying	Special	75	95	20	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

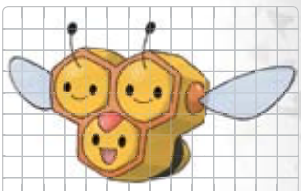
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 415 | Tiny Bee Pokémon
Combee

Bug | Flying



● HEIGHT: 1'00"
● WEIGHT: 12.1 lbs.
● ITEMS: Honey

● SIZE COMPARISON





● MALE FORM
No spot on forehead

● FEMALE FORM
Red spot on forehead

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
13	Bug Bite	Bug	Physical	60	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

ABILITIES
● Honey Gather

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

EGG GROUPS
Bug

PERFORMANCE
SPEED ★★★★★
POWER ★☆
SKILL ★
STAMINA ★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold
Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

Pokémon SoulSilver
Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

Pokémon Diamond
Spread Honey on a the sweet-smelling tree

Pokémon Pearl
Spread Honey on a the sweet-smelling tree

Pokémon Platinum
Spread Honey on a the sweet-smelling tree

Pokémon HeartGold
At night, COMBEE sleep in a group of about a thousand, packed closely together in a lump.

Pokémon SoulSilver
At night, COMBEE sleep in a group of about a thousand, packed closely together in a lump.

EVOLUTION



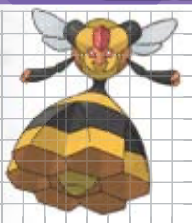
Lv. 21

Combee♀ → Vespiquen

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No. 416 | Beehive Pokémon
Vespiquen

Bug | Flying



● HEIGHT: 3'11"
● WEIGHT: 84.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
● Pressure

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★☆☆
SKILL ★★★★☆
STAMINA ★★★☆☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Combee ♀ to Lv. 21

Pokémon SoulSilver — Level up Combee ♀ to Lv. 21

Pokémon Diamond — Level up Combee ♀ to Lv. 21

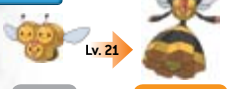
Pokémon Pearl — Level up Combee ♀ to Lv. 21

Pokémon Platinum — Level up Combee ♀ to Lv. 21

Pokémon HeartGold
It raises grubs in the holes in its body. It secretes pheromones to control COMBEE.

Pokémon SoulSilver
It raises grubs in the holes in its body. It secretes pheromones to control COMBEE.

EVOLUTION



Combee♀ → Vespiquen

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
3	Poison Sting	Poison	Physical	15	100	35	Normal	—
7	Confuse Ray	Ghost	Status	—	100	10	Normal	—
9	Fury Cutter	Bug	Physical	10	95	20	Normal	○
13	Defend Order	Bug	Status	—	—	10	Self	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Power Gem	Rock	Special	70	100	20	Normal	—
25	Heal Order	Bug	Status	—	—	10	Self	—
27	Toxic	Poison	Status	—	85	10	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Attack Order	Bug	Physical	90	100	15	Normal	—
39	Swagger	Normal	Status	—	90	15	Normal	—
43	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

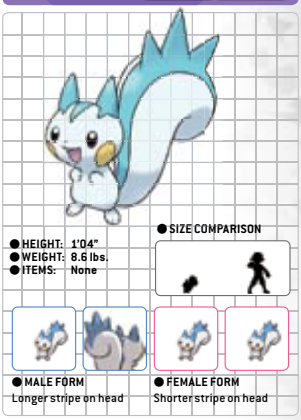
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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No. 417 | Elesquirrel Pokémon
Pachirisu

Electric



● HEIGHT: 1'04"
● WEIGHT: 8.6 lbs.
● ITEMS: None

● SIZE COMPARISON

● MALE FORM
Longer stripe on head

● FEMALE FORM
Shorter stripe on head

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Charm	Normal	Status	—	100	20	Normal	—
13	Spark	Electric	Physical	65	100	20	Normal	○
17	Endure	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
25	Sweet Kiss	Normal	Status	—	75	10	Normal	—
29	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
33	Super Fang	Normal	Physical	—	90	10	Normal	○
37	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Covet	Normal	Physical	40	100	40	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Fake Tears	Dark	Status	—	100	20	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Flatter	Dark	Status	—	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○

● ABILITIES
● Run Away
● Pickup

● STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

● EGG GROUPS
Field
Fairy

● PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Wetlands Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Wetlands Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Valley Windworks

Pokémon Pearl — Valley Windworks

Pokémon Platinum — Valley Windworks

Pokémon HeartGold
It's one of the kinds of Pokémon with electric cheek pouches. It shoots charges from its tail.

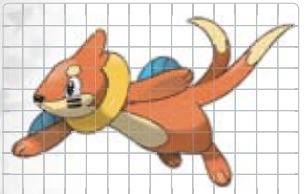
Pokémon SoulSilver
It's one of the kinds of Pokémon with electric cheek pouches. It shoots charges from its tail.

● EVOLUTION
Does not evolve

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No. 418 Sea Weasel Pokémon
Buizel

Water



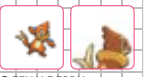
● HEIGHT: 2'04"
● WEIGHT: 65.0 lbs.
● ITEMS: Wacan Berry

● SIZE COMPARISON





● MALE FORM
More spots on back



● FEMALE FORM
Less spots on back

ABILITIES
● Swift Swim

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●●

EGG GROUPS
Water 1
Field

PERFORMANCE
SPEED ★★★★★
POWER ★☆☆☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Valley Windworks

Pokémon Pearl — Valley Windworks

Pokémon Platinum — Valley Windworks

Pokémon HeartGold
It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

Pokémon SoulSilver
It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

EVOLUTION



Lv. 26



Buizel — Floatzel

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
3	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Swift	Normal	Special	60	—	20	2 Foes	—
21	Aqua Jet	Water	Physical	40	100	20	Normal	○
28	Agility	Psychic	Status	—	—	30	Self	—
36	Whirlpool	Water	Special	15	70	15	Normal	—
45	Razor Wind	Normal	Special	80	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

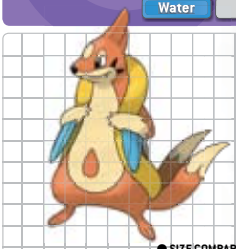
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mud-Slap	Ground	Special	20	100	10	Normal	—
Headbutt	Normal	Physical	70	100	15	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Odor Sleuth	Normal	Status	—	—	40	Normal	—
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Baton Pass	Normal	Status	—	—	40	Self	—

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No. 419 | Sea Weasel Pokémon
Floatzel

Water



● HEIGHT: 3'07"
● WEIGHT: 73.9 lbs.
● ITEMS: Wacan Berry

● SIZE COMPARISON





● MALE FORM
More spots on back



● FEMALE FORM
Fewer spots on back

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Charge	Electric	Status	—	—	20	Self	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	○
18	Spark	Electric	Physical	65	100	20	Normal	○
23	Roar	Normal	Status	—	100	20	Normal	—
28	Swagger	Normal	Status	—	90	15	Normal	—
35	Crunch	Dark	Physical	80	100	15	Normal	○
42	Thunder Fang	Electric	Physical	65	95	15	Normal	○
49	Scary Face	Normal	Status	—	90	10	Normal	—
56	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

ABILITIES
● Swift Swim

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●●

EGG GROUPS
Water 1
Field

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆☆
STAMINA ★★★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)

Pokémon Diamond — Route 218

Pokémon Pearl — Route 218

Pokémon Platinum — Route 218

Pokémon HeartGold
With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

Pokémon SoulSilver
With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

EVOLUTION



Lv. 26

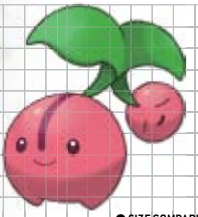


Buizel → Floatzel

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No. 420 | Cherry Pokémon
Cherubi

Grass



● SIZE COMPARISON



● HEIGHT: 1'04"
● WEIGHT: 7.3 lbs.
● ITEMS: Miracle Seed



● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Chlorophyll

EGG GROUPS
Fairy
Grass

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — National Park —use Rock Climb to reach trees, then use Headbutt

Pokémon SoulSilver — National Park —use Rock Climb to reach trees, then use Headbutt

Pokémon Diamond — Spread Honey on a sweet-smelling tree

Pokémon Pearl — Spread Honey on a sweet-smelling tree

Pokémon Platinum — Spread Honey on a sweet-smelling tree

Pokémon HeartGold
It evolves by sucking the energy out of the small ball where it had been storing nutrients.

Pokémon SoulSilver
It evolves by sucking the energy out of the small ball where it had been storing nutrients.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
10	Leech Seed	Grass	Status	—	90	10	Normal	—
13	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	Sunny Day	Fire	Status	—	—	5	All	—
28	Worry Seed	Grass	Status	—	100	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	SolarBeam	Grass	Special	120	100	10	Normal	—
40	Lucky Chant	Normal	Status	—	—	30	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Tickle	Normal	Status	—	100	20	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
GrassWhistle	Grass	Status	—	55	15	Normal	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Weather Ball	Normal	Special	50	100	10	Normal	—

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No. 421 | Blossom Pokémon
Cherrim

Grass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
10	Leech Seed	Grass	Status	—	90	10	Normal	—
13	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	Sunny Day	Fire	Status	—	—	5	All	—
25	Petal Dance	Grass	Special	90	100	20	1 Random	○
30	Worry Seed	Grass	Status	—	100	10	Normal	—
35	Take Down	Normal	Physical	90	85	20	Normal	○
43	SolarBeam	Grass	Special	120	100	10	Normal	—
48	Lucky Chant	Normal	Status	—	—	30	2 Allies	—

MOVE MANIAC

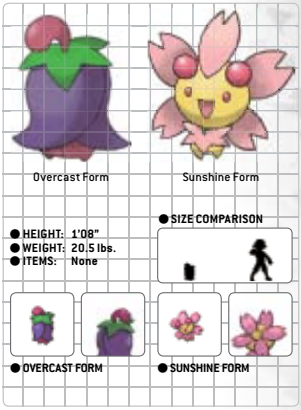
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



ABILITIES
- Flower Gift

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●●

EGG GROUPS
- Fairy
- Grass

PERFORMANCE

SPEED	★★★☆	STAMINA	★★☆☆
POWER	★★☆	JUMP	★★★
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Cherubi to Lv. 25
- Pokémon SoulSilver — Level up Cherubi to Lv. 25
- Pokémon Diamond — Level up Cherubi to Lv. 25
- Pokémon Pearl — Level up Cherubi to Lv. 25
- Pokémon Platinum — Level up Cherubi to Lv. 25

Pokémon HeartGold
During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

Pokémon SoulSilver
During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

EVOLUTION



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No. 422 | Sea Slug Pokémon
Shellos

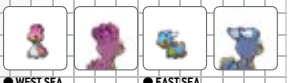
Water



- HEIGHT: 1'00"
- WEIGHT: 13.9 lbs.
- ITEMS: None

SIZE COMPARISON





WEST SEA | EAST SEA

ABILITIES
- Sticky Hold
- Storm Drain

EGG GROUPS
Water 1

Amorphous

STATS
HP	●●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

PERFORMANCE
SPEED	★☆☆
POWER	★☆☆☆
SKILL	★☆☆
STAMINA	★★★☆☆
JUMP	★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Stormy Beach Pokéwalker Route
Pokémon SoulSilver	Stormy Beach Pokéwalker Route
Pokémon Diamond	Valley Windworks (West Sea)—Route 213 (East Sea)
Pokémon Pearl	Valley Windworks (West Sea)—Route 213 (East Sea)
Pokémon Platinum	Valley Windworks (West Sea)—Route 213 (East Sea)

Pokémon HeartGold: Its shape and coloration vary, depending on its habitat.

Pokémon SoulSilver: Its shape and coloration vary, depending on its habitat.

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
2	Mud Sport	Ground	Status	—	—	15	All	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Water Pulse	Water	Special	60	100	20	Normal	—
11	Mud Bomb	Ground	Special	65	85	10	Normal	—
16	Hidden Power	Normal	Special	—	100	15	Normal	—
22	Rain Dance	Water	Status	—	—	5	All	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
37	Muddy Water	Water	Special	95	85	10	2 Foes	—
46	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

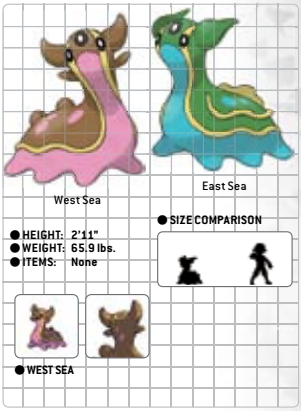
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Mirror Coat	Psychic	Special	—	100	20	Self	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Memento	Dark	Status	—	100	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Amnesia	Psychic	Status	—	—	20	Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Trump Card	Normal	Special	—	—	5	Normal	○
Sludge	Poison	Special	65	100	20	Normal	—

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No. 423 | Sea Slug Pokémon
Gastrodon

Water | Ground



● HEIGHT: 2'11"
● WEIGHT: 65.9 lbs.
● ITEMS: None

● SIZE COMPARISON

● WEST SEA

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Water Pulse	Water	Special	60	100	20	Normal	—
2	Mud Sport	Ground	Status	—	—	15	All	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Water Pulse	Water	Special	60	100	20	Normal	—
11	Mud Bomb	Ground	Special	65	85	10	Normal	—
16	Hidden Power	Normal	Special	—	100	15	Normal	—
22	Rain Dance	Water	Status	—	—	5	All	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
41	Muddy Water	Water	Special	95	85	10	2 Foes	—
54	Recover	Normal	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES
● Sticky Hold
● Storm Drain

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Water 1
Amorphous

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Shellos to Lv. 30

Pokémon SoulSilver — Level up Shellos to Lv. 30

Pokémon Diamond — Route 218 (West Sea)—Route 224 (East Sea)

Pokémon Pearl — Route 218 (West Sea)—Route 224 (East Sea)

Pokémon Platinum — Route 218 (West Sea)—Route 224 (East Sea)

Pokémon HeartGold
When its natural enemy attacks, it oozes purple fluid and escapes.

Pokémon SoulSilver
When its natural enemy attacks, it oozes purple fluid and escapes.

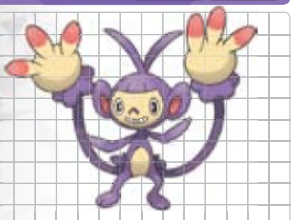
EVOLUTION



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No. 424 | Long Tail Pokémon
Ambipom

Normal



● HEIGHT: 3'11"
● WEIGHT: 44.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter fur tuft on head



● FEMALE FORM
Longer fur tuft on head

ABILITIES

● Technician
● Pickup

EGG GROUPS

Field

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●●

PERFORMANCE

SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

Pokémon SoulSilver — Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

Pokémon Diamond — Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

Pokémon Pearl — Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

Pokémon Platinum — Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

Pokémon HeartGold

They live on large trees. They are said to communicate by connecting their tails to those of others.

Pokémon SoulSilver

It is very difficult to dodge the consecutive strikes of its two tails.

EVOLUTION



Aipom

Level it up to Lv. 32 and teach it Double Hit. Or level it up once it knows Double Hit.



Ambipom

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60	—	20	2 Foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	—
6	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Gust	Flying	Special	40	100	35	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
17	Payback	Dark	Physical	50	100	10	Normal	○
22	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
30	Ominous Wind	Ghost	Special	60	100	5	Normal	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
38	Shadow Ball	Ghost	Special	80	100	15	Normal	—
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Memento	Dark	Status	—	100	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Destiny Bond	Ghost	Status	—	—	5	Self	—
Disable	Normal	Status	—	80	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Weather Ball	Normal	Special	50	100	10	Normal	—

Pokémon Moves

No. 425 | Balloon Pokémon

Drifloon

Ghost | Flying



● HEIGHT: 1'04"
● WEIGHT: 2.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Aftermath
● Unburden

EGG GROUPS

Amorphous

STATS

HP	●●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●●

PERFORMANCE

SPEED	★★★☆☆
STAMINA	★★★☆
POWER	★
JUMP	★★★★★
SKILL	★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Valley Windworks (Friday only)
Pokémon Pearl	Valley Windworks (Friday only)
Pokémon Platinum	Valley Windworks (Friday only)

Pokémon HeartGold

It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.

Pokémon SoulSilver

It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.

EVOLUTION



Drifloon → Drifblim

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No. 426 | Blimp Pokémon
Drifblim

Ghost / Flying



● HEIGHT: 3'11"
● WEIGHT: 33.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Aftermath
● Unburden

EGG GROUPS
Amorphous

STATS
HP ●●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Drifloon to Lv. 28

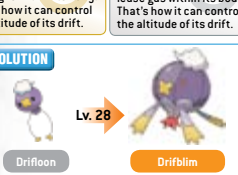
Pokémon Pearl Level up Drifloon to Lv. 28

Pokémon Platinum Level up Drifloon to Lv. 28

Pokémon HeartGold
It can generate and release gas within its body. That's how it can control the altitude of its drift.

Pokémon SoulSilver
It can generate and release gas within its body. That's how it can control the altitude of its drift.

EVOLUTION



Drifloon → Drifblim

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Gust	Flying	Special	40	100	35	Normal	—
6	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Gust	Flying	Special	40	100	35	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
17	Payback	Dark	Physical	50	100	10	Normal	○
22	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
32	Ominous Wind	Ghost	Special	60	100	5	Normal	—
37	Baton Pass	Normal	Status	—	—	40	Self	—
44	Shadow Ball	Ghost	Special	80	100	15	Normal	—
51	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

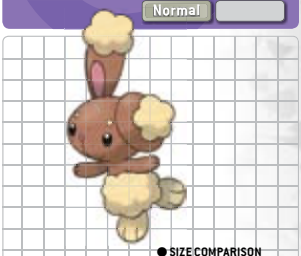
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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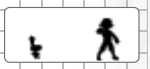
No. 427 | Rabbit Pokémon
Buneary

Normal



● HEIGHT: 1'04"
● WEIGHT: 12.1 lbs.
● ITEMS: Chople Berry

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Foresight	Normal	Status	—	—	40	Normal	—
6	Endure	Normal	Status	—	—	10	Self	—
13	Frustration	Normal	Physical	—	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status	—	—	40	Self	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status	—	100	20	Normal	—
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fake Tears	Dark	Status	—	100	20	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Double Hit	Normal	Physical	35	90	10	Normal	○
Attract	Normal	Status	—	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Switcheroo	Dark	Status	—	100	10	Normal	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○

ABILITIES
● Run Away
● Klutz

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Field
Human-Like

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆☆
SKILL ★☆
STAMINA ★★☆☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Route 25 (mass outbreak)

Pokémon SoulSilver — Route 25 (mass outbreak)

Pokémon Diamond — Eterna Forest

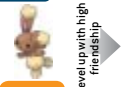
Pokémon Pearl — Eterna Forest

Pokémon Platinum — Eterna Forest

Pokémon HeartGold
You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

Pokémon SoulSilver
You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

EVOLUTION



Buneary → Level up with high friendship → Lopunny

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No. 428 | Rabbit Pokémon
Lopunny

Normal



● HEIGHT: 3'11"
● WEIGHT: 73.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Cute Charm
● Klutz

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

EGG GROUPS

Field

Human-Like

PERFORMANCE

SPEED ★★★★☆
POWER ★★★☆
SKILL ★☆
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Buneary with high friendship

Pokémon SoulSilver — Level up Buneary with high friendship

Pokémon Diamond — Level up Buneary with high friendship

Pokémon Pearl — Level up Buneary with high friendship

Pokémon Platinum — Level up Buneary with high friendship

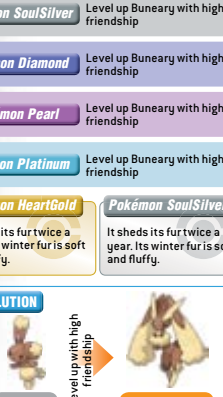
Pokémon HeartGold

It sheds its fur twice a year. Its winter fur is soft and fluffy.

Pokémon SoulSilver

It sheds its fur twice a year. Its winter fur is soft and fluffy.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Magic Coat	Psychic	Status	—	—	15	Self	—
1	Splash	Normal	Status	—	—	40	Self	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Foresight	Normal	Status	—	—	40	Normal	—
6	Endure	Normal	Status	—	—	10	Self	—
13	Return	Normal	Physical	—	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status	—	—	40	Self	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status	—	100	20	Normal	—
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 429 | Magical Pokémon
Mismagius
Ghost

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
1	Spite	Ghost	Status	—	100	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—



- HEIGHT: 2'11"
- WEIGHT: 9.7 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Levitate

EGG GROUPS
Amorphous

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●●

PERFORMANCE

SPEED	★★★★
POWER	★★
SKILL	★★★★☆
STAMINA	★★☆
JUMP	★★★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Use Dusk Stone on Misdreavus
- Pokémon SoulSilver — Use Dusk Stone on Misdreavus
- Pokémon Diamond — —
- Pokémon Pearl — Use Dusk Stone on Misdreavus
- Pokémon Platinum — —

Pokémon HeartGold
Its cries sound like incantations to torment the foe. It appears where you least expect it.

Pokémon SoulSilver
Its cries sound like incantations to torment the foe. It appears where you least expect it.

EVOLUTION


Misdreavus

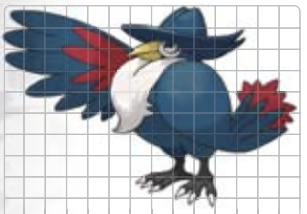
Use Dusk Stone


Mismagius

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No. 430 | Big Boss Pokémon
Honchkrow

Dark | Flying



● HEIGHT: 2'11"
● WEIGHT: 60.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Insomnia
● Super Luck

EGG GROUPS
Flying

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Dusk Stone on Murkrow

Pokémon SoulSilver — Use Dusk Stone on Murkrow

Pokémon Diamond — Use Dusk Stone on Murkrow

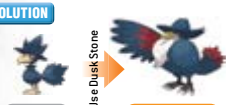
Pokémon Pearl — —

Pokémon Platinum — —

Pokémon HeartGold
It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

Pokémon SoulSilver
It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Pursuit	Dark	Physical	40	100	20	Normal	○
1	Haze	Ice	Status	—	—	30	All	—
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Swagger	Normal	Status	—	90	15	Normal	—
35	Nasty Plot	Dark	Status	—	—	20	Self	—
45	Night Slash	Dark	Physical	70	100	15	Normal	○
55	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

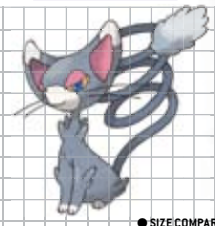
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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No. 431 | Catty Pokémon
Glameow

Normal



● HEIGHT: 1'08"
● WEIGHT: 8.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
5	Scratch	Normal	Physical	40	100	35	Normal	○
8	Growl	Normal	Status	—	100	40	2 Foes	—
13	Hypnosis	Psychic	Status	—	60	20	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Charm	Normal	Status	—	100	20	Normal	—
29	Assist	Normal	Status	—	—	20	Depends	—
32	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Slash	Normal	Physical	70	100	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
45	Attract	Normal	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bite	Dark	Physical	60	100	25	Normal	○
Tail Whip	Normal	Status	—	100	30	2 Foes	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Sand-Attack	Ground	Status	—	100	15	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Assurance	Dark	Physical	50	100	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○

ABILITIES
● Limber
● Own Tempo

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

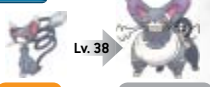
EGG GROUPS
Field

PERFORMANCE
SPEED ★★★★★
POWER ★★☆☆☆
SKILL ★★☆☆☆
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN
Pokémon HeartGold —
Pokémon SoulSilver —
Pokémon Diamond —
Pokémon Pearl Route 218
Pokémon Platinum —

Pokémon HeartGold
When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

Pokémon SoulSilver
When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

EVOLUTION


Glameow → Purugly

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No. 432 | Tiger Cat Pokémon
Purugly

Normal



● HEIGHT: 3'03"
● WEIGHT: 96.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Thick Fat
● Own Tempo

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★☆
SKILL ★☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Route 222

Pokémon Platinum —

Pokémon HeartGold
It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

Pokémon SoulSilver
It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

EVOLUTION



Lv. 38



Glameow → Purugly

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
6	Taunt	Dark	Status	—	100	20	Normal	—
10	Metal Sound	Steel	Status	—	85	40	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Iron Defense	Steel	Status	—	—	15	Self	—
24	Swagger	Normal	Status	—	90	15	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
33	Endure	Normal	Status	—	—	10	Self	—
37	Metal Burst	Steel	Physical	—	100	10	Self	—
43	Iron Head	Steel	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

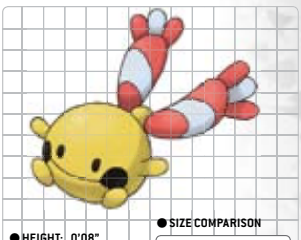
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Focus Energy	Normal	Status	—	—	30	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Rock Blast	Rock	Physical	25	80	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○

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No. 433 | Bell Pokémon
Chingling
Psychic



- HEIGHT: 0'08"
- WEIGHT: 1.3 lbs.
- ITEMS: Colbur Berry

SIZE COMPARISON





MALE/FEMALE HAVE SAME FORM

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confusion	Psychic	Special	50	100	25	Normal	—
17	Uproar	Normal	Special	50	100	10	1 Random	—
22	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Dream Eater	Psychic	Special	100	100	15	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Recover	Normal	Status	—	—	10	Self	—

ABILITIES
- Levitate

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★☆☆☆
SKILL ★★☆☆☆
STAMINA ★★★☆☆
JUMP ★★★★☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold — Union Cave (Sinnoh Sound)
- Pokémon SoulSilver — Union Cave (Sinnoh Sound)
- Pokémon Diamond — Route 211
- Pokémon Pearl — Route 211
- Pokémon Platinum — Route 211

Pokémon HeartGold
It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

Pokémon SoulSilver
It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

EVOLUTION

Chingling

Level up with high friendship between 8:00 P.M. and 4:00 A.M.


Chimecho

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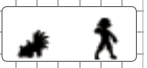
No. 434 | Skunk Pokémon
Stunky

Poison | Dark



● HEIGHT: 1'04"
● WEIGHT: 42.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Stench
● Aftermath

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★★☆☆
POWER ★★☆☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Route 206

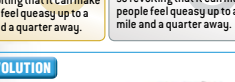
Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

Pokémon SoulSilver
The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

EVOLUTION



Stunky → Lv. 34 → Skuntank

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Poison Gas	Poison	Status	—	55	40	Normal	—
7	Screech	Normal	Status	—	85	40	Normal	—
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
14	SmokeScreen	Normal	Status	—	100	20	Normal	—
18	Feint	Normal	Physical	50	100	10	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Toxic	Poison	Status	—	85	10	Normal	—
32	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Memento	Dark	Status	—	100	10	Normal	—
44	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	○
TM46	Thief	Dark	Physical	40	100	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

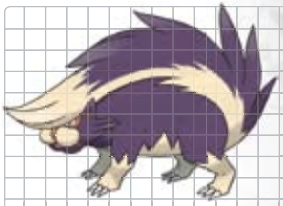
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Leer	Normal	Status	—	100	30	2 Foes	—
Smog	Poison	Special	20	70	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Crunch	Dark	Physical	80	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Haze	Ice	Status	—	—	30	All	—

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No. 435 | Skunk Pokémon
Skuntank

Poison | Dark



● HEIGHT: 3'03"
● WEIGHT: 83.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Poison Gas	Poison	Status	—	55	40	Normal	—
4	Poison Gas	Poison	Status	—	55	40	Normal	—
7	Screech	Normal	Status	—	85	40	Normal	—
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
14	SmokeScreen	Normal	Status	—	100	20	Normal	—
18	Feint	Normal	Physical	50	100	10	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Toxic	Poison	Status	—	85	10	Normal	—
32	Night Slash	Dark	Physical	70	100	15	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
42	Memento	Dark	Status	—	100	10	Normal	—
52	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Stench
● Aftermath

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN
Pokémon HeartGold —
Pokémon SoulSilver —
Pokémon Diamond Route 221
Pokémon Pearl —
Pokémon Platinum —

Pokémon HeartGold
It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

Pokémon SoulSilver
It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

EVOLUTION


Stunky → Skuntank

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No. 436 | Bronze Pokémon

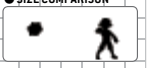
Bronzor

Steel | Psychic



● HEIGHT: 1'08"
● WEIGHT: 133.4 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Levitate
● Heatproof

EGG GROUPS

Mineral

STATS

HP ●●
ATTACK ●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE

SPEED ★★☆
POWER ★★☆☆
SKILL ★
STAMINA ★★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Union Cave (Sinnoh Sound)

Pokémon SoulSilver — Union Cave (Sinnoh Sound)

Pokémon Diamond — Wayward Cave

Pokémon Pearl — Wayward Cave

Pokémon Platinum — Wayward Cave

Pokémon HeartGold

Ancient people believed that the pattern on BRONZOR's back contained a mysterious power.

Pokémon SoulSilver

Ancient people believed that the pattern on BRONZOR's back contained a mysterious power.

EVOLUTION



Lv. 33



Bronzor → Bronzong

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Harden	Normal	Status	—	—	30	Self	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 437 | Bronze Bell Pokémon
Bronzong

Steel | Psychic



● HEIGHT: 4'03"
● WEIGHT: 412.3 lbs.
● ITEMS: Metal Coat

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sunny Day	Fire	Status	—	—	5	All	—
1	Rain Dance	Water	Status	—	—	5	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Imprison	Psychic	Status	—	—	10	Self	—
7	Hypnosis	Psychic	Status	—	60	20	Normal	—
12	Imprison	Psychic	Status	—	—	10	Self	—
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Extrasensory	Psychic	Special	80	100	30	Normal	—
26	Iron Defense	Steel	Status	—	—	15	Self	—
30	Safeguard	Normal	Status	—	—	25	2 Allies	—
33	Block	Normal	Status	—	—	5	Normal	—
38	Gyro Ball	Steel	Physical	—	100	5	Normal	○
43	Future Sight	Psychic	Special	80	90	15	Normal	—
50	Faint Attack	Dark	Physical	60	—	20	Normal	○
61	Payback	Dark	Physical	50	100	10	Normal	○
67	Heal Block	Psychic	Status	—	100	15	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status			5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ABILITIES
● Levitate
● Heatproof

EGG GROUPS
Mineral

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★
POWER ★★★☆☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Forest Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Forest Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Mt. Coronet 2F

Pokémon Pearl — Mt. Coronet 2F

Pokémon Platinum — Mt. Coronet 2F

Pokémon HeartGold
Ancient people believed that petitioning BRONZONG for rain was the way to make crops grow.

Pokémon SoulSilver
Ancient people believed that petitioning BRONZONG for rain was the way to make crops grow.

EVOLUTION



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No. 438 | Bonsai Pokémon
Bonsly

Rock



● HEIGHT: 1'08"
● WEIGHT: 33.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Sturdy
● Rock Head

EGG GROUPS

No Egg has ever been discovered

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE

SPEED ★★★★☆
POWER ★★★
SKILL ★☆☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Big Forest Pokéwalker Route

Pokémon SoulSilver — Big Forest Pokéwalker Route

Pokémon Diamond — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl — Route 209

Pokémon Platinum — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

Pokémon SoulSilver
In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

EVOLUTION



Drifloon

Level it up to Lv. 17 and teach it Mimic. Or, level it up once it knows Mimic.



Drifblim

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Tears	Dark	Status	—	100	20	Normal	—
1	Copycat	Normal	Status	—	—	20	Depends	—
6	Flail	Normal	Physical	—	100	15	Normal	○
9	Low Kick	Fighting	Physical	—	100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Mimic	Normal	Status	—	—	10	Normal	—
22	Block	Normal	Status	—	—	5	Normal	—
25	Faint Attack	Dark	Physical	60	—	20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status	—	—	30	Self	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—

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No. 439 | Mime Pokémon
Mime Jr.

Psychic



- HEIGHT: 2'00"
- WEIGHT: 28.7 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tickle	Normal	Status	—	100	20	Normal	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
4	Copycat	Normal	Status	—	—	20	Depends	—
8	Meditate	Psychic	Status	—	—	40	Self	—
11	Encore	Normal	Status	—	100	5	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status	—	—	10	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
22	Reflect	Psychic	Status	—	—	20	2 Allies	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Substitute	Normal	Status	—	—	10	Self	—
32	Recycle	Normal	Status	—	—	10	Self	—
36	Trick	Psychic	Status	—	100	10	Normal	—
39	Psychic	Psychic	Special	90	100	10	Normal	—
43	Role Play	Psychic	Status	—	—	10	Normal	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Safeguard	Normal	Status	—	—	25	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Mimic	Normal	Status	—	—	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
Healing Wish	Psychic	Status	—	—	10	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

● ABILITIES

- Soundproof
- Filter

● EGG GROUPS

No Egg has ever been discovered

● STATS

HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●

● PERFORMANCE

SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆☆
STAMINA ★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Sinnoh Field Pokéwalker Route
- **Pokémon SoulSilver** — Sinnoh Field Pokéwalker Route
- **Pokémon Diamond** — Route 209
- **Pokémon Pearl** — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
- **Pokémon Platinum** — Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold

In an attempt to confuse its enemy, it mimics the enemy's movements. Then it wastes no time in making itself scarce!

Pokémon SoulSilver

In an attempt to confuse its enemy, it mimics the enemy's movements. Then it wastes no time in making itself scarce!

● EVOLUTION



Mime Jr.

Level it up to Lv. 18 and teach it Mimic. Or, level it up once it knows Mimic.



Mr. Mime

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No. 440 | Playhouse Pokémon
Happiny

Normal



● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 53.8 lbs.
● ITEMS: None



● FEMALE FORM

ABILITIES
- Natural Cure
- Serene Grace

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★☆
POWER ★☆☆
SKILL ★★☆☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold
Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon SoulSilver
Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon Diamond
Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl
Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum
Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

Pokémon SoulSilver
It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

EVOLUTION



Happiny

Have it hold Oval Stone and then level it up between 4:00 A.M. and 8:00 P.M.



Chansey

Level up with high friendship



Blissey

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Charm	Normal	Status	—	100	20	Normal	—
5	Copycat	Normal	Status	—	—	20	Depends	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Sweet Kiss	Normal	Status	—	75	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status	—	—	10	Depends	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Substitute	Normal	Status	—	—	10	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Gravity	Psychic	Status	—	—	5	All	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	—

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No. 441 | Music Note Pokémon
Chatot

Normal | Flying



● HEIGHT: 1'08"
● WEIGHT: 4.2 lbs.
● ITEMS: Metronome

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Keen Eye
● Tangled Feet

EGG GROUPS
Flying

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★★☆

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Mirror Move	Flying	Status	—	—	20	Depends	—
13	Sing	Normal	Status	—	55	15	Normal	—
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Chatter	Flying	Special	65	100	20	Normal	—
25	Taunt	Dark	Status	—	100	20	Normal	—
29	Mimic	Normal	Status	—	—	10	Normal	—
33	Roost	Flying	Status	—	—	10	Self	—
37	Uproar	Normal	Special	50	100	10	1 Random	—
41	FeatherDance	Flying	Status	—	100	15	Normal	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Night Shade	Ghost	Special	—	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Supersonic	Normal	Status	—	55	20	Normal	—

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Sprout Tower (Sinnoh Sound)

Pokémon SoulSilver — Sprout Tower (Sinnoh Sound)

Pokémon Diamond — Route 222 (morning and afternoon only)

Pokémon Pearl — Route 222 (morning and afternoon only)

Pokémon Platinum — Route 213 (morning and afternoon only)

Pokémon HeartGold
It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

Pokémon SoulSilver
It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

EVOLUTION
Does not evolve

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No. 442 | Forbidden Pokémon
Spiritomb

Ghost / Dark



● HEIGHT: 3'03"
● WEIGHT: 238.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Pressure

EGG GROUPS
Amorphous

PERFORMANCE
SPEED ★☆
POWER ★★★☆
SKILL ★★
STAMINA ★★★★★
JUMP ★★

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Quiet Cave Pokéwalker Route

Pokémon SoulSilver — Quiet Cave Pokéwalker Route

Pokémon Diamond — Broken stone tower on Route 209*

Pokémon Pearl — Broken stone tower on Route 209*

Pokémon Platinum — Broken stone tower on Route 209*

Pokémon HeartGold
It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

Pokémon SoulSilver
It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

EVOLUTION
Does not evolve

*After you place the Odd Keystone in the broken stone tower, making it into the Hallowed Tower, greet 32 people in the Underground. Afterward, touch the Hallowed Tower and press the A Button to encounter Spiritomb.

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Pursuit	Dark	Physical	40	100	20	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Spite	Ghost	Status	—	100	10	Normal	—
1	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
7	Faint Attack	Dark	Physical	60	—	20	Normal	○
13	Hypnosis	Psychic	Status	—	60	20	Normal	—
19	Dream Eater	Psychic	Special	100	100	15	Normal	—
25	Ominous Wind	Ghost	Special	60	100	5	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Memento	Dark	Status	—	100	10	Normal	—
49	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

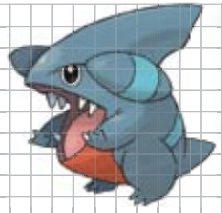
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Destiny Bond	Ghost	Status	—	—	5	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—
SmokeScreen	Normal	Status	—	100	20	Normal	—
Imprison	Psychic	Status	—	—	10	Self	—
Grudge	Ghost	Status	—	—	5	Self	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○

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No. 443 | Land Shark Pokémon
Gible

Dragon | Ground



- HEIGHT: 2'04"
- WEIGHT: 45.2 lbs.
- ITEMS: Haban Berry

SIZE COMPARISON





- MALE FORM: Notched dorsal fin
- FEMALE FORM: No notch on dorsal fin

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
25	Slash	Normal	Physical	70	100	20	Normal	○
27	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
31	Dig	Ground	Physical	80	100	10	Normal	○
37	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
DragonBreath	Dragon	Special	60	100	20	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Scary Face	Normal	Status	—	90	10	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

ABILITIES

- Sand Veil

STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

EGG GROUPS

Monster
Dragon

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold: Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver: Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)

Pokémon Diamond: Wayward Cave B1F (beneath Cycling Road)

Pokémon Pearl: Wayward Cave B1F (beneath Cycling Road)

Pokémon Platinum: Wayward Cave B1F (beneath Cycling Road)

Pokémon HeartGold: It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

Pokémon SoulSilver: It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

EVOLUTION



Lv. 24 | Lv. 48

Gible | Gabite | Garchomp

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No. 444 | Cave Pokémon
Gabite

Dragon | Ground



● HEIGHT: 4'07"
● WEIGHT: 123.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Notched dorsal fin



● FEMALE FORM
No notch on dorsal fin

ABILITIES
● Sand Veil

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

EGG GROUPS
Monster
Dragon

PERFORMANCE
SPEED ★★★
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Gible to Lv. 24

Pokémon SoulSilver — Level up Gible to Lv. 24

Pokémon Diamond — Level up Gible to Lv. 24

Pokémon Pearl — Level up Gible to Lv. 24

Pokémon Platinum — Victory Road 1F

Pokémon HeartGold
As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

Pokémon SoulSilver
As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

EVOLUTION



Gible | Gabite | Garchomp

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
49	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Dragon Rage	Dragon	Special	—	100	10	Normal	—
1	Sandstorm	Rock	Status	—	—	10	All	—
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
48	Crunch	Dark	Physical	80	100	15	Normal	○
55	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

Pokémon Moves

No. 445 | Mach Pokémon

Garchomp

Dragon / Ground



- HEIGHT: 6'03"
- WEIGHT: 209.4 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Notched dorsal fin



● FEMALE FORM
No notch on dorsal fin

ABILITIES

- Sand Veil

STATS

HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Monster
Dragon

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★

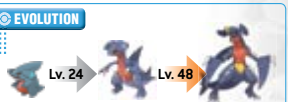
MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Gabite to Lv. 48
- Pokémon SoulSilver — Level up Gabite to Lv. 48
- Pokémon Diamond — Level up Gabite to Lv. 48
- Pokémon Pearl — Level up Gabite to Lv. 48
- Pokémon Platinum — Level up Gabite to Lv. 48

Pokémon HeartGold
Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

Pokémon SoulSilver
Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

EVOLUTION



Gible → Gabite → Garchomp

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No. 446 | Big Eater Pokémon
Munchlax

Normal



● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 231.5 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Pickup
● Thick Fat

EGG GROUPS

No Egg has ever been discovered

STATS

HP ●●●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE

SPEED ★★☆
POWER ★★★☆☆
SKILL ★★☆☆☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Quiet Cave Pokéwalker Route

Pokémon SoulSilver — Quiet Cave Pokéwalker Route

Pokémon Diamond — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon Pearl — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon Platinum — Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon HeartGold

It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

Pokémon SoulSilver

It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

EVOLUTION



Munchlax

Level up with high friendship



Snorlax

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Metronome	Normal	Status	—	—	10	Depends	—
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
9	Amnesia	Psychic	Status	—	—	20	Self	—
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Recycle	Normal	Status	—	—	10	Self	—
20	Screech	Normal	Status	—	85	40	Normal	—
25	Stockpile	Normal	Status	—	—	20	Self	—
28	Swallow	Normal	Status	—	—	10	Self	—
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Natural Gift	Normal	Physical	—	100	15	Normal	—
49	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

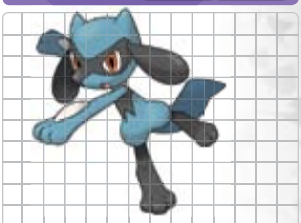
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Substitute	Normal	Status	—	—	10	Self	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

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No. 447 | Emanation Pokémon
Riolu

Fighting



● HEIGHT: 2'04"
● WEIGHT: 44.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Endure	Normal	Status	—	—	10	Self	—
6	Counter	Fighting	Physical	—	100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	—
19	Reversal	Fighting	Physical	—	100	15	Normal	○
24	Screech	Normal	Status	—	85	40	Normal	—
29	Copycat	Normal	Status	—	—	20	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Detect	Fighting	Status	—	—	5	Self	—
Bite	Dark	Physical	60	100	25	Normal	○
Mind Reader	Normal	Status	—	—	5	Normal	—
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Crunch	Dark	Physical	80	100	15	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—
Blaze Kick	Fire	Physical	85	90	10	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Follow Me	Normal	Status	—	—	20	Self	—

ABILITIES

● Steadfast
● Inner Focus

STATS

HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★☆☆☆☆
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Hatch the Egg you receive from Riley at Iron Island

Pokémon Pearl — Hatch the Egg you receive from Riley at Iron Island

Pokémon Platinum — Hatch the Egg you receive from Riley at Iron Island

Pokémon HeartGold — They communicate with one another using their auras. They are able to run all through the night.

Pokémon SoulSilver — They communicate with one another using their auras. They are able to run all through the night.

EVOLUTION



Riolu

Level up with high friendship between 4:00 A.M. and 8:00 P.M.

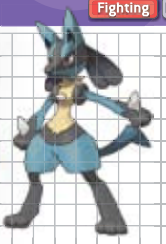


Lucario

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No. 448 | Aura Pokémon
Lucario

Fighting | Steel



- HEIGHT: 3'11"
- WEIGHT: 119.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES

- Steadfast
- Inner Focus

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●●

EGG GROUPS

Field

Human-Like

PERFORMANCE

SPEED	★★★☆	STAMINA	★★☆
POWER	★★★★☆	JUMP	★★★☆
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon SoulSilver — Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon Diamond — Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon Pearl — Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon Platinum — Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold

It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

Pokémon SoulSilver

It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

EVOLUTION



Riolu

Level up with high friendship between 4:00 A.M. and 8:00 P.M.



Lucario

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Dark Pulse	Dark	Special	80	100	15	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Detect	Fighting	Status	—	—	5	Self	—
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
6	Counter	Fighting	Physical	—	100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	—
19	Bone Rush	Ground	Physical	25	80	10	Normal	—
24	Metal Sound	Steel	Status	—	85	40	Normal	—
29	Me First	Normal	Status	—	—	20	Depends	—
33	Swords Dance	Normal	Status	—	—	30	Self	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Close Combat	Fighting	Physical	120	100	5	Normal	○
47	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
51	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 449 | Hippo Pokémon
Hippopotas

Ground

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	—
13	Yawn	Normal	Status	—	—	10	Normal	—
19	Take Down	Normal	Physical	90	85	20	Normal	—
19	Dig	Ground	Physical	80	100	10	Normal	—
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Crunch	Dark	Physical	80	100	15	Normal	—
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	—
50	Fissure	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

BP MOVES

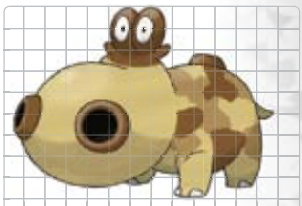
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Slack Off	Normal	Status	—	—	10	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	—
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	—



- HEIGHT: 2'07"
- WEIGHT: 109.1 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Beige face
- FEMALE FORM: Brown face

ABILITIES

- Sand Stream

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●

EGG GROUPS

Field

PERFORMANCE

SPEED	★★☆	STAMINA	★★★☆☆
POWER	★★★☆☆	JUMP	★★☆
SKILL	★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
- Pokémon SoulSilver: Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
- Pokémon Diamond: Ruin Maniac Cave/Maniac Tunnel
- Pokémon Pearl: Ruin Maniac Cave/Maniac Tunnel
- Pokémon Platinum: Ruin Maniac Cave/Maniac Tunnel

Pokémon HeartGold

It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

Pokémon SoulSilver

It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

EVOLUTION



Hippopotas → Hippowdon

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No. 450 | Heavyweight Pokémon
Hippowdon

Ground



● HEIGHT: 6'07"
● WEIGHT: 661.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Tan body



● FEMALE FORM
Gray body

ABILITIES
● Sand Stream

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

EGG GROUPS
Field

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Hippopotas to Lv. 34

Pokémon SoulSilver — Level up Hippopotas to Lv. 34

Pokémon Diamond — Route 228

Pokémon Pearl — Route 228

Pokémon Platinum — Route 228

Pokémon HeartGold
It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

Pokémon SoulSilver
It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

EVOLUTION


Hippopotas

Lv. 34


Hippowdon

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Yawn	Normal	Status	—	—	10	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Yawn	Normal	Status	—	—	10	Normal	—
19	Take Down	Normal	Physical	90	85	20	Normal	○
19	Dig	Ground	Physical	80	100	10	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Crunch	Dark	Physical	80	100	15	Normal	○
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
60	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 451 | Scorpion Pokémon
Skorupi

Poison | Bug

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Knock Off	Dark	Physical	20	100	20	Normal	○
12	Pin Missile	Bug	Physical	14	85	20	Normal	—
17	Acupressure	Normal	Status	—	—	30	1 Ally	—
23	Scary Face	Normal	Status	—	90	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
34	Bug Bite	Bug	Physical	60	100	20	Normal	○
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Crunch	Dark	Physical	80	100	15	Normal	○
50	Cross Poison	Poison	Physical	70	100	20	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

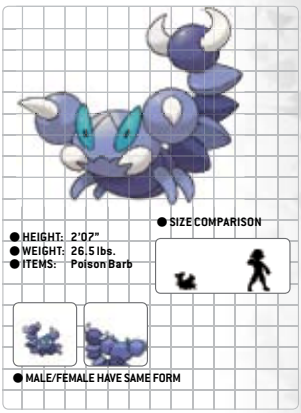
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Sand-Attack	Ground	Status	—	100	15	Normal	—
Slash	Normal	Physical	70	100	20	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○



- HEIGHT: 2'07"
- WEIGHT: 26.5 lbs.
- ITEMS: Poison Barb

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Battle Armor
- Sniper

STATS

HP	●
ATTACK	●●
DEFENSE	●●●●
SP. ATTACK	●
SP. DEFENSE	●●
SPEED	●●●

EGG GROUPS
- Bug
- Water 3

PERFORMANCE

SPEED	★★	STAMINA	★★★☆
POWER	★★★☆	JUMP	★★
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
- Pokémon SoulSilver: Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
- Pokémon Diamond: Pastoria Great Marsh (changes daily)
- Pokémon Pearl: Pastoria Great Marsh (changes daily)
- Pokémon Platinum: Pastoria Great Marsh (changes daily)

Pokémon HeartGold

It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

Pokémon SoulSilver

It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

EVOLUTION



Skorupi — Lv. 40 — Drapion

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No. 452 | Ogre Scorp Pokémon

Drapion

Poison | Dark



● HEIGHT: 4'03"
● WEIGHT: 135.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES

● Battle Armor
● Sniper

EGG GROUPS

Bug

Water 3

STATS

HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●

PERFORMANCE

SPEED ★☆
POWER ★★★★★
SKILL ★★★★☆

STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Skorupi to Lv. 40

Pokémon SoulSilver — Level up Skorupi to Lv. 40

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon HeartGold

It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

Pokémon SoulSilver

It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Knock Off	Dark	Physical	20	100	20	Normal	○
6	Knock Off	Dark	Physical	20	100	20	Normal	○
12	Pin Missile	Bug	Physical	14	85	20	Normal	—
17	Acupressure	Normal	Status	—	—	30	1 Ally	—
23	Scary Face	Normal	Status	—	90	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
34	Bug Bite	Bug	Physical	60	100	20	Normal	○
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○
58	Cross Poison	Poison	Physical	70	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 453 | Toxic Mouth Pokémon
Croagunk

Poison | Fighting



● HEIGHT: 2'04"
● WEIGHT: 50.7 lbs.
● ITEMS: Black Sludge

● SIZE COMPARISON





● MALE FORM
Higher stripes on abdomen

● FEMALE FORM
Lower stripes on abdomen

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Mud-Slap	Ground	Special	20	100	10	Normal	—
8	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Taunt	Dark	Status	—	100	20	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status	—	90	15	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status	—	—	20	Self	—
38	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Sludge Bomb	Poison	Special	90	100	10	Normal	—
45	Flatter	Dark	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Me First	Normal	Status	—	—	20	Depends	—
Feint	Normal	Physical	50	100	10	Normal	—
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Meditate	Psychic	Status	—	—	40	Self	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

● ABILITIES

● Anticipation
● Dry Skin

● STATS

HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●

● EGG GROUPS

Human-Like

● PERFORMANCE

SPEED ★★★☆☆
POWER ★★☆☆☆
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

Pokémon SoulSilver — Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond — Pastoria Great Marsh (changes daily)

Pokémon Pearl — Pastoria Great Marsh (changes daily)

Pokémon Platinum — Route 212, Pastoria City side

Pokémon HeartGold

Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower-back pain.

Pokémon SoulSilver

Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower back pain.

● EVOLUTION

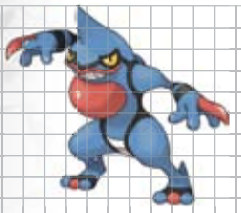


Croagunk → Toxicroak

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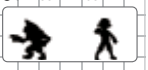
No. 454 | Toxic Mouth Pokémon
Toxicroak

Poison / Fighting



● HEIGHT: 4'03"
● WEIGHT: 97.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Larger throat sac

● FEMALE FORM
Smaller throat sac

ABILITIES
● Anticipation
● Dry Skin

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Human-Like

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Croagunk to Lv. 37

Pokémon SoulSilver — Level up Croagunk to Lv. 37

Pokémon Diamond — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon Pearl — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon Platinum — Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon HeartGold
Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

Pokémon SoulSilver
Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

EVOLUTION



Croagunk — Lv. 37 — Toxicroak

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
3	Mud-Slap	Ground	Special	20	100	10	Normal	—
8	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Taunt	Dark	Status	—	—	20	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status	—	90	15	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status	—	—	20	Self	—
41	Poison Jab	Poison	Physical	80	100	20	Normal	○
49	Sludge Bomb	Poison	Special	90	100	10	Normal	—
54	Flatter	Dark	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

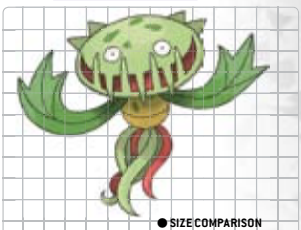
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 455 | Bug Catcher Pokémon
Carnivine

Grass



● HEIGHT: 4'07"
● WEIGHT: 59.5 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
7	Bite	Dark	Physical	60	100	25	Normal	○
11	Vine Whip	Grass	Physical	35	100	15	Normal	○
17	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
21	Ingrain	Grass	Status	—	—	20	Self	—
27	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Stockpile	Normal	Status	—	—	20	Self	—
31	Spit Up	Normal	Special	—	100	10	Normal	—
31	Swallow	Normal	Status	—	—	10	Self	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Wring Out	Normal	Special	—	100	5	Normal	○
47	Power Whip	Grass	Physical	120	85	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sleep Powder	Grass	Status	—	75	15	Normal	—
Stun Spore	Grass	Status	—	75	30	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Slam	Normal	Physical	80	75	20	Normal	○
Synthesis	Grass	Status	—	—	5	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Worry Seed	Grass	Status	—	100	10	Normal	—

ABILITIES
● Levitate

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

EGG GROUPS
Grass

PERFORMANCE
SPEED ★★☆
POWER ★★★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ilex Forest (Sinnoh Sound)
Pokémon SoulSilver	Ilex Forest (Sinnoh Sound)
Pokémon Diamond	Pastoria Great Marsh (changes daily)
Pokémon Pearl	Pastoria Great Marsh (changes daily)
Pokémon Platinum	Pastoria Great Marsh (changes daily)

Pokémon HeartGold
It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

Pokémon SoulSilver
It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

EVOLUTION
Does not evolve

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No. 456 | Wing Fish Pokémon
Finneon

Water



● HEIGHT: 1'04"
● WEIGHT: 15.4 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bottom lobes of tail fins are smaller

● FEMALE FORM
Bottom lobes of tail fins are larger

ABILITIES
● Swift Swim
● Storm Drain

EGG GROUPS
Water 2

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★☆☆
STAMINA ★★☆☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Stormy Beach Pokéwalker Route

Pokémon SoulSilver — Stormy Beach Pokéwalker Route

Pokémon Diamond — Route 218 (Good Rod)

Pokémon Pearl — Route 218 (Good Rod)

Pokémon Platinum — Route 218 (Good Rod)

Pokémon HeartGold
Swimming and fluttering its two tail fins, it looks like a BEAUTIFLY. At night, the patterns on its tail fins softly shine.

Pokémon SoulSilver
Swimming and fluttering its two tail fins, it looks like a BEAUTIFLY. At night, the patterns on its tail fins softly shine.

EVOLUTION



Finneon — Lv. 31 — Lumineon

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Attract	Normal	Status	—	100	15	Normal	—
13	Rain Dance	Water	Status	—	—	5	All	—
17	Gust	Flying	Special	40	100	35	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Safeguard	Normal	Status	—	—	25	2 Allies	—
33	Aqua Ring	Water	Status	—	—	20	Self	—
38	Whirlpool	Water	Special	15	70	15	Normal	—
42	U-turn	Bug	Physical	70	100	20	Normal	○
45	Bounce	Flying	Physical	85	85	5	Normal	○
49	Silver Wind	Bug	Special	60	100	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Splash	Normal	Status	—	—	40	Self	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Agility	Psychic	Status	—	—	30	Self	—

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No. 457 | Neon Pokémon
Lumineon

Water



- HEIGHT: 3'11"
- WEIGHT: 52.9 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE FORM
Bottom lobes of tail fins are shorter



● FEMALE FORM
Bottom lobes of tail fins are longer

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Attract	Normal	Status	—	100	15	Normal	—
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Attract	Normal	Status	—	100	15	Normal	—
13	Rain Dance	Water	Status	—	—	5	All	—
17	Gust	Flying	Special	40	100	35	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Safeguard	Normal	Status	—	—	25	2 Allies	—
35	Aqua Ring	Water	Status	—	—	20	Self	—
42	Whirlpool	Water	Special	15	70	15	Normal	—
48	U-turn	Bug	Physical	70	100	20	Normal	○
53	Bounce	Flying	Physical	85	85	5	Normal	○
59	Silver Wind	Bug	Special	60	100	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES

- Swift Swim
- Storm Drain

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Water 2

PERFORMANCE

SPEED ★★★☆
POWER ★☆☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

- Pokémon HeartGold — Level up Finneon to Lv. 31
- Pokémon SoulSilver — Level up Finneon to Lv. 31
- Pokémon Diamond — Route 218 (Super Rod)
- Pokémon Pearl — Route 218 (Super Rod)
- Pokémon Platinum — Route 218 (Super Rod)

Pokémon HeartGold

LUMINEON swimming in the darkness of the deep sea look like stars shining in the night sky.

Pokémon SoulSilver

LUMINEON swimming in the darkness of the deep sea look like stars shining in the night sky.

EVOLUTION



Finneon → Lumineon

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No. 458 | Kite Pokémon
Mantyke

Water | Flying



● HEIGHT: 3'03"
● WEIGHT: 143.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Swift Swim
● Water Absorb

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have Mantine ♀ hold the Wave Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon SoulSilver — —

Pokémon Diamond — Route 223 (water surface)

Pokémon Pearl — Route 223 (water surface)

Pokémon Platinum — Route 223 (water surface)

Pokémon HeartGold
When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

Pokémon SoulSilver
When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Supersonic	Normal	Status	—	55	20	Normal	—
10	BubbleBeam	Water	Special	65	100	20	Normal	—
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status	—	—	30	Self	—
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status	—	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status	—	—	20	Self	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Twister	Dragon	Special	40	100	20	2 Foes	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Haze	Ice	Status	—	—	30	All	—
Slam	Normal	Physical	80	75	20	Normal	○
Mud Sport	Ground	Status	—	—	15	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Water Sport	Water	Status	—	—	15	All	—
Splash	Normal	Status	—	—	40	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—

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No. 459 | Frost Tree Pokémon
Snover

Grass | Ice



● HEIGHT: 3'03"
● WEIGHT: 111.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter white section



● FEMALE FORM
Longer white section

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Swagger	Normal	Status	—	90	15	Normal	—
21	Mist	Ice	Status	—	—	30	2 Allies	—
26	Ice Shard	Ice	Physical	40	100	30	Normal	—
31	Ingrain	Grass	Status	—	—	20	Self	—
36	Wood Hammer	Grass	Physical	120	100	15	Normal	○
41	Blizzard	Ice	Special	120	70	5	2 Foes	—
46	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Leech Seed	Grass	Status	—	90	10	Normal	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Mist	Ice	Status	—	—	30	2 Allies	—
Stomp	Normal	Physical	65	100	20	Normal	○
Skull Bash	Normal	Physical	100	100	15	Normal	○

● ABILITIES
● Snow Warning

● STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

● EGG GROUPS
Monster
Grass

● PERFORMANCE
SPEED ★★☆☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Icy Mountain Rd. Pokéwalker Route

Pokémon SoulSilver — Icy Mountain Rd. Pokéwalker Route

Pokémon Diamond — Route 216

Pokémon Pearl — Route 216

Pokémon Platinum — Route 216

Pokémon HeartGold
During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

Pokémon SoulSilver
During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

● EVOLUTION



Snover — Lv. 40 — Abomasnow

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No. 460 | Frost Tree Pokémon
Abomasnow

Grass | Ice



● HEIGHT: 7'03"
● WEIGHT: 298.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE FORM
Shorter fur on chest

● FEMALE FORM
Longer fur on chest

ABILITIES
● Snow Warning

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS
Monster
Grass

PERFORMANCE
SPEED ★★
POWER ★★★☆☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Snover to Lv. 40

Pokémon SoulSilver — Level up Snover to Lv. 40

Pokémon Diamond — Mt. Coronet Peak 1

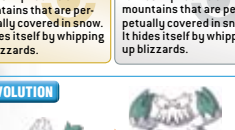
Pokémon Pearl — Mt. Coronet Peak 1

Pokémon Platinum — Mt. Coronet Peak 1

Pokémon HeartGold
It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

Pokémon SoulSilver
It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

EVOLUTION



Snover → Abomasnow

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	Icy Wind	Ice	Special	55	95	15	2 Foes	—
5	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Swagger	Normal	Status	—	90	15	Normal	—
21	Mist	Ice	Status	—	—	30	2 Allies	—
26	Ice Shard	Ice	Physical	40	100	30	Normal	—
31	Ingrain	Grass	Status	—	—	20	Self	—
36	Wood Hammer	Grass	Physical	120	100	15	Normal	○
47	Blizzard	Ice	Special	120	70	5	2 Foes	—
58	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Embargo	Dark	Status	—	100	15	Normal	—
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Assurance	Dark	Physical	50	100	10	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Taunt	Dark	Status	—	100	20	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status	—	85	40	Normal	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Nasty Plot	Dark	Status	—	—	20	Self	—
28	Icy Wind	Ice	Special	55	95	15	2 Foes	—
35	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Fling	Dark	Physical	—	100	10	Normal	—
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Dark Pulse	Dark	Special	80	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

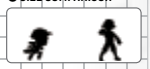
No. 461 | Sharp Claw Pokémon
Weavile

Dark | Ice



- HEIGHT: 3'07"
- WEIGHT: 75.0 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer ears
- FEMALE FORM: Shorter ears

ABILITIES
- Pressure

EGG GROUPS
Field

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●●
SPEED	●●●●●●

PERFORMANCE

SPEED	★★★★☆	STAMINA	★★☆
POWER	★★★★☆	JUMP	★★☆
SKILL	★★★☆☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

Pokémon SoulSilver — Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

Pokémon Diamond — Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

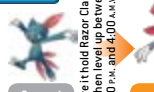
Pokémon Pearl — Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

Pokémon Platinum — Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

Pokémon HeartGold
It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

Pokémon SoulSilver
It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

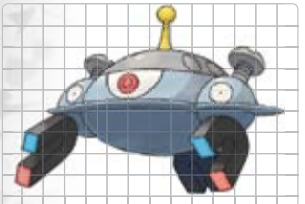
EVOLUTION



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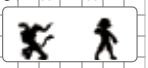
No. 462 | Magnet Area Pokémon
Magnezone

Electric / Steel



● HEIGHT: 3'11"
● WEIGHT: 396.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Magnet Pull
- Sturdy

EGG GROUPS
Mineral

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★
POWER ★★★
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Make Magneton level up on Mt. Coronet

Pokémon Pearl Make Magneton level up on Mt. Coronet

Pokémon Platinum Make Magneton level up on Mt. Coronet

Pokémon HeartGold
Exposure to a special magnetic field changed MAGNETON's molecular structure, turning it into MAGNEZONE.

Pokémon SoulSilver
Exposure to a special magnetic field changed MAGNETON's molecular structure, turning it into MAGNEZONE.

EVOLUTION



Magnemite → Magneton → Magnezone

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
34	Screech	Normal	Status	—	85	40	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
46	Mirror Shot	Steel	Special	65	85	10	Normal	—
50	Magnet Rise	Electric	Status	—	—	10	Self	—
54	Gyro Ball	Steel	Physical	—	100	5	Normal	○
60	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

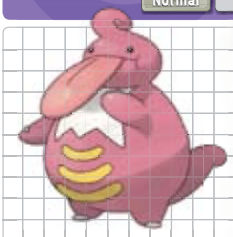
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

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No. 463 | Licking Pokémon
Lickilicky

Normal



- HEIGHT: 5'07"
- WEIGHT: 308.6 lbs.
- ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status	—	—	20	Depends	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special	—	100	5	Normal	○
57	Gyro Ball	Steel	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● ABILITIES

- Own Tempo
- Oblivious

● EGG GROUPS

Monster

● STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●

● PERFORMANCE

SPEED	★★
POWER	★★★☆
SKILL	★★★★☆
STAMINA	★★★★☆
JUMP	★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

Pokémon SoulSilver — Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

Pokémon Diamond — Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

Pokémon Pearl — Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

Pokémon Platinum — Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

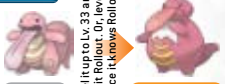
Pokémon HeartGold

Its saliva can decompose anything. It wraps its long tongue around things to coat them with its sticky saliva.

Pokémon SoulSilver

It has space in its throat to store saliva. It can also roll up its tongue and store it in the same spot.

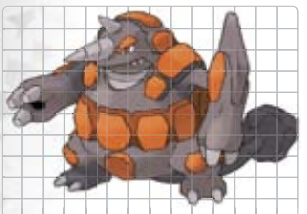
● EVOLUTION



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No. 464 | Drill Pokémon
Rhyperior

Ground | Rock



● HEIGHT: 7'10"
● WEIGHT: 623.5 lbs.
● ITEMS: None

● SIZE COMPARISON





MALE FORM
Longer upper horn

● FEMALE FORM
Shorter upper horn

ABILITIES
● Lightningrod
● Solid Rock

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Monster
Field

PERFORMANCE
SPEED ★
POWER ★★★★★
SKILL ★★☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Rhydon while it holds the Protector

Pokémon SoulSilver — Link trade Rhydon while it holds the Protector

Pokémon Diamond — Link trade Rhydon while it holds the Protector

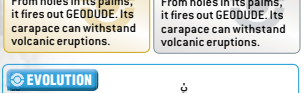
Pokémon Pearl — Link trade Rhydon while it holds the Protector

Pokémon Platinum — Link trade Rhydon while it holds the Protector

Pokémon HeartGold
From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

Pokémon SoulSilver
From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

EVOLUTION



Rhyhorn → Rhydon → Rhyperior

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical	—	30	5	Normal	○
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	○
61	Rock Wrecker	Rock	Physical	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	—
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○
57	Block	Normal	Status	—	—	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 465 | Vine Pokémon
Tangrowth

Grass



- HEIGHT: 6'07"
- WEIGHT: 283.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Hands are partly red
- FEMALE FORM: Hands are completely red

ABILITIES
- Chlorophyll
- Leaf Guard

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●
SPEED	●●

EGG GROUPS

Grass

PERFORMANCE

SPEED	★☆	STAMINA	★★★★★
POWER	★★★☆☆	JUMP	★★
SKILL	★★★★☆		

MAIN WAYS TO obtain

Pokémon HeartGold — Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower

Pokémon SoulSilver — Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower

Pokémon HeartGold

When it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines.

Pokémon SoulSilver

Its vines grow so profusely that, in the warm season, you can't even see its eyes.

EVOLUTION



Tangela

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Tangrowth

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No. 466 | Thunderbolt Pokémon
Electivire

Electric



● HEIGHT: 5'11"
● WEIGHT: 305.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Motor Drive

EGG GROUPS
Human-Like

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Electabuzz while it holds the Electirizer

Pokémon SoulSilver — Link trade Electabuzz while it holds the Electirizer

Pokémon Diamond — Link trade Electabuzz while it holds the Electirizer

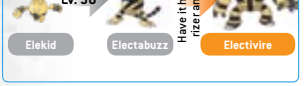
Pokémon Pearl — Link trade Electabuzz while it holds the Electirizer

Pokémon Platinum — Link trade Electabuzz while it holds the Electirizer

Pokémon HeartGold
As its electric charge amplifies, blue sparks begin to crackle between its horns.

Pokémon SoulSilver
As its electric charge amplifies, blue sparks begin to crackle between its horns.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Thunderbolt	Electric	Special	95	100	15	Normal	—
52	Screech	Normal	Status	—	85	40	Normal	—
58	Thunder	Electric	Special	120	70	10	Normal	—
67	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 467 | Blast Pokémon
Magmortar

Fire

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
37	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—
52	Sunny Day	Fire	Status	—	—	5	All	—
58	Fire Blast	Fire	Special	120	85	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

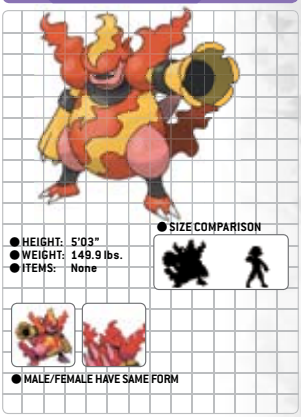
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



- HEIGHT: 5'03"
- WEIGHT: 149.9 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Flame Body

EGG GROUPS
Human-Like

STATS

HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★
POWER	★★★★☆
SKILL	★★★★☆
STAMINA	★★★★☆
JUMP	★★

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold** — Link trade Magmar while it holds the Magmarizer
- **Pokémon SoulSilver** — Link trade Magmar while it holds the Magmarizer
- **Pokémon Diamond** — Link trade Magmar while it holds the Magmarizer
- **Pokémon Pearl** — Link trade Magmar while it holds the Magmarizer
- **Pokémon Platinum** — Link trade Magmar while it holds the Magmarizer

Pokémon HeartGold
It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

Pokémon SoulSilver
It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

EVOLUTION



Magby → Magmar → Magmortar

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No. 468 | Jubilee Pokémon
Togekiss

Normal / Flying



● HEIGHT: 4'11"
● WEIGHT: 83.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM
Larger white marking on head

ABILITIES
- Hustle
- Serene Grace

EGG GROUPS
Flying
Fairy

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Shiny Stone on Togetic

Pokémon SoulSilver — Use Shiny Stone on Togetic

Pokémon Diamond — Use Shiny Stone on Togetic

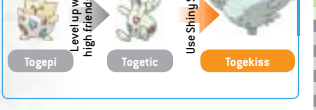
Pokémon Pearl — Use Shiny Stone on Togetic

Pokémon Platinum — Use Shiny Stone on Togetic

Pokémon HeartGold
As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

Pokémon SoulSilver
As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sky Attack	Flying	Physical	140	90	5	Normal	—
1	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○
1	Aura Sphere	Fighting	Special	90	—	20	Normal	—
1	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	—	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 469 | Ogre Darner Pokémon
Yanmega

Bug | Flying

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Double Team	Normal	Status	—	—	15	Self	—
6	Quick Attack	Normal	Physical	40	100	30	Normal	○
11	Double Team	Normal	Status	—	—	15	Self	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Detect	Fighting	Status	—	—	5	Self	—
22	Supersonic	Normal	Status	—	55	20	Normal	—
27	Uproar	Normal	Special	50	100	10	1 Random	—
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	—
38	Feint	Normal	Physical	50	100	10	Normal	—
43	Slash	Normal	Physical	70	100	20	Normal	○
46	Screech	Normal	Status	—	85	40	Normal	—
49	U-turn	Bug	Physical	70	100	20	Normal	○
54	Air Slash	Flying	Special	75	95	20	Normal	—
57	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVE MANIAC

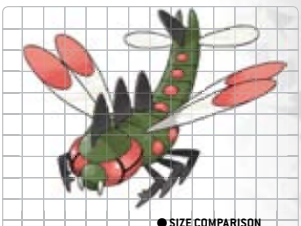
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—



- HEIGHT: 6'03"
- WEIGHT: 113.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE/FEMALE HAVE SAME FORM

ABILITIES
- Speed Boost
- Tinted Lens

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★☆☆
STAMINA ★★★
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

Pokémon SoulSilver — Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

Pokémon Diamond — Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

Pokémon Pearl — Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

Pokémon Platinum — Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

Pokémon HeartGold

This six-legged Pokémon is easily capable of transporting an adult in flight. The wings on its tail help it stay balanced.

Pokémon SoulSilver

The beat of its wings is so powerful that it accidentally dislodges full-grown trees when it takes off in flight.

EVOLUTION



Yanma

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Yanmega

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No. 470 | Verdant Pokémon
Leafeon

Grass



● HEIGHT: 3'03"
● WEIGHT: 56.2 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Leaf Guard

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Eevee in Eterna Forest (interior) near the moss-covered rock

Pokémon Pearl Level up Eevee in Eterna Forest (interior) near the moss-covered rock

Pokémon Platinum Level up Eevee in Eterna Forest (interior) near the moss-covered rock

Pokémon HeartGold
When you see LEAFEON asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

Pokémon SoulSilver
When you see LEAFEON asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

EVOLUTION

Eevee

Vaporeon
Use Water Stone on Eevee

Jolteon
Use Thunderstone on Eevee

Flareon
Use Fire Stone on Eevee

Espeon
Level up Eevee with high friendship in the morning or afternoon

Umbreon
Level up Eevee with high friendship at night

Leafeon
Level up Eevee in Eterna Forest*

Glaceon
Level up Eevee on Route 217*

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Razor Leaf	Grass	Physical	55	95	25	2 Foes	○
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Synthesis	Grass	Status	—	—	5	Self	—
36	Magical Leaf	Grass	Special	60	—	20	Normal	—
43	Giga Drain	Grass	Special	60	100	10	Normal	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	GrassWhistle	Grass	Status	—	55	15	Normal	—
64	Sunny Day	Fire	Status	—	—	5	All	—
71	Leaf Blade	Grass	Physical	90	100	15	Normal	○
78	Swords Dance	Normal	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 471 | Fresh Snow Pokémon
Glaceon

Ice

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Icy Wind	Ice	Special	55	95	15	2 Foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Ice Shard	Ice	Physical	40	100	30	Normal	—
43	Ice Fang	Ice	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mirror Coat	Psychic	Special	—	100	20	Self	—
64	Hail	Ice	Status	—	—	10	All	—
71	Blizzard	Ice	Special	120	70	5	2 Foes	—
78	Barrier	Psychic	Status	—	—	30	Self	—

MOVE MANIAC

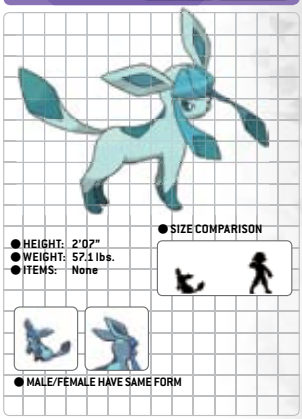
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



- HEIGHT: 2'07"
- WEIGHT: 57.1 lbs.
- ITEMS: None

SIZE COMPARISON

MALE/FEMALE HAVE SAME FORM

ABILITIES
- Snow Cloak

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●
SPEED	●●●

EGG GROUPS
Field

PERFORMANCE

SPEED	★★★☆	STAMINA	★★☆☆
POWER	★★★☆	JUMP	★★★
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Eevee on Route 217 near the ice-covered rock

Pokémon Pearl Level up Eevee on Route 217 near the ice-covered rock

Pokémon Platinum Level up Eevee on Route 217 near the ice-covered rock

Pokémon HeartGold
It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

Pokémon SoulSilver
It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

EVOLUTION

- Eevee
- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon — Level up Eevee with high friendship in the morning or afternoon
- Umbreon — Level up Eevee with high friendship at night
- Leafeon — Level up Eevee in Eterna Forest*
- Glaceon — Level up Eevee on Route 217*

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No. 472 | Fang Scorp Pokémon
Gliscor

Ground / Flying



● HEIGHT: 6'07"
● WEIGHT: 93.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Hyper Cutter
● Sand Veil

EGG GROUPS
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.

Pokémon SoulSilver — —

Pokémon Diamond — Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.

Pokémon Pearl — Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.

Pokémon Platinum — Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.

Pokémon HeartGold
Its flight is soundless. It uses its lengthy tail to carry off its prey... Then its elongated fangs do the rest.

Pokémon SoulSilver
Its flight is soundless. It uses its lengthy tail to carry off its prey... Then its elongated fangs do the rest.

EVOLUTION



Gligar

Have it hold Razor Fang and then level up between 8:00 P.M. and 4:00 A.M.



Gliscor

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Knock Off	Dark	Physical	20	100	20	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
12	Knock Off	Dark	Physical	20	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60	—	20	Normal	○
27	Screech	Normal	Status	—	85	40	Normal	—
31	Night Slash	Dark	Physical	70	100	15	Normal	○
34	Swords Dance	Normal	Status	—	—	30	Self	—
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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Pokémon Moves

No. 473 | Twin Tusk Pokémon
Mamoswine

Ice / Ground



- HEIGHT: 8'02"
- WEIGHT: 641.5 lbs.
- ITEMS: None

SIZE COMPARISON





- MALE FORM: Longer tusks
- FEMALE FORM: Shorter tusks

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Hail	Ice	Status	—	—	10	All	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
56	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Scary Face	Normal	Status	—	90	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

- Oblivious
- Snow Cloak

STATS

HP	●●●●○
ATTACK	●●●●●
DEFENSE	●●●○
SP. ATTACK	●●●○
SP. DEFENSE	●●○
SPEED	●●●●

EGG GROUPS

Field

PERFORMANCE

SPEED	★★☆☆	STAMINA	★★★★☆
POWER	★★★★☆	JUMP	★★
SKILL	★★☆		

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Teach Piloswine Ancient-Power and level it up*
- Pokémon SoulSilver: Teach Piloswine Ancient-Power and level it up*
- Pokémon Diamond: Teach Piloswine Ancient-Power and level it up*
- Pokémon Pearl: Teach Piloswine Ancient-Power and level it up*
- Pokémon Platinum: Teach Piloswine Ancient-Power and level it up*

Pokémon HeartGold

A frozen MAMOSWINE was dug from ice dating back 10,000 years. This Pokémon has been around a long, long, long time.

Pokémon SoulSilver

It flourished worldwide during the ice age but its population declined when the masses of ice began to dwindle.

EVOLUTION

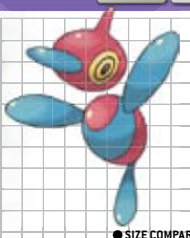


*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City. Or, exchange 40 BP at a house in the Battle Frontier.

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No. 474 | Virtual Pokémon
Porygon-Z

Normal



- HEIGHT: 2'11"
- WEIGHT: 75.0 lbs.
- ITEMS: None

SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES

- Adaptability
- Download

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS

Mineral

PERFORMANCE

SPEED ★★★★
POWER ★★★★☆
SKILL ★★☆☆☆
STAMINA ★
JUMP ★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Link trade Porygon2 while it holds the Dubious Disc

Pokémon SoulSilver — Link trade Porygon2 while it holds the Dubious Disc

Pokémon Diamond — Link trade Porygon2 while it holds the Dubious Disc

Pokémon Pearl — Link trade Porygon2 while it holds the Dubious Disc

Pokémon Platinum — Link trade Porygon2 while it holds the Dubious Disc

Pokémon HeartGold

Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

Pokémon SoulSilver

Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

EVOLUTION



LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Trick Room	Psychic	Status	—	—	5	All	—
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Nasty Plot	Dark	Status	—	—	20	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Embargo	Dark	Status	—	100	15	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leaf Blade	Grass	Physical	90	100	15	Normal	○
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Fury Cutter	Bug	Physical	10	95	20	Normal	○
22	Slash	Normal	Physical	70	100	20	Normal	○
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Helping Hand	Normal	Status	—	—	20	1 Ally	—
39	Feint	Normal	Physical	50	100	10	Normal	—
45	False Swipe	Normal	Physical	40	100	40	Normal	○
50	Protect	Normal	Status	—	—	10	Self	—
53	Close Combat	Fighting	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

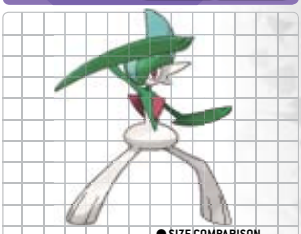
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	75	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

Pokémon Moves

No. 475 | Blade Pokémon

Gallade

Psychic | Fighting



- HEIGHT: 5'03"
- WEIGHT: 114.6 lbs.
- ITEMS: None

SIZE COMPARISON





MALE FORM

ABILITIES

- Steadfast

EGG GROUPS

Amorphous

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★★☆
POWER	★★★☆☆
SKILL	★★★★★
STAMINA	★★
JUMP	★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold: Use Dawn Stone on Kirlia ♂
- Pokémon SoulSilver: Use Dawn Stone on Kirlia ♂
- Pokémon Diamond: Use Dawn Stone on Kirlia ♂
- Pokémon Pearl: Use Dawn Stone on Kirlia ♂
- Pokémon Platinum: Use Dawn Stone on Kirlia ♂

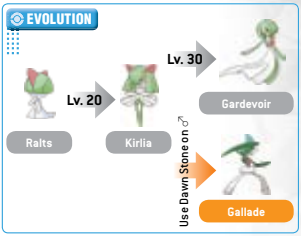
Pokémon HeartGold

Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

Pokémon SoulSilver

Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

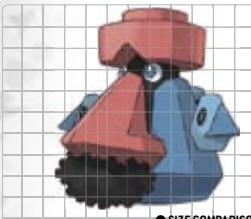
EVOLUTION



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No. 476 | Compass Pokémon
Probopass

Rock / Steel



● SIZE COMPARISON



● HEIGHT: 4'07"
● WEIGHT: 749.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

ABILITIES
- Sturdy
- Magnet Pull

EGG GROUPS
Mineral

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★ STAMINA ★★★★☆
POWER ★★★☆☆ JUMP ★★★☆☆
SKILL ★☆☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Nosepass at Mt. Coronet

Pokémon Pearl Level up Nosepass at Mt. Coronet

Pokémon Platinum Level up Nosepass at Mt. Coronet

Pokémon HeartGold
It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

Pokémon SoulSilver
It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

EVOLUTION



Nosepass

Level up at Mt. Coronet*



Probopass

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Gravity	Psychic	Status	—	—	5	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Iron Defense	Steel	Status	—	—	15	Self	—
1	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
1	Block	Normal	Status	—	—	5	Normal	—
7	Iron Defense	Steel	Status	—	—	15	Self	—
13	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
19	Block	Normal	Status	—	—	5	Normal	—
25	Thunder Wave	Electric	Status	—	100	20	Normal	—
31	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
37	Sandstorm	Rock	Status	—	—	10	All	—
43	Rest	Psychic	Status	—	—	10	Self	—
49	Power Gem	Rock	Special	70	100	20	Normal	—
55	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
61	Stone Edge	Rock	Physical	100	80	5	Normal	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Lock-On	Normal	Status	—	—	5	Normal	—
79	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	—	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

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● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Gravity	Psychic	Status	—	—	5	All	—
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
37	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
43	Mean Look	Normal	Status	—	—	5	Normal	—
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 477 | Gripper Pokémon
Dusknoir

Ghost



● HEIGHT: 7'03"
● WEIGHT: 235.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

ABILITIES
● Pressure

EGG GROUPS
Amorphous

STATS

HP	●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●●
SPEED	●●

PERFORMANCE

SPEED	★☆	STAMINA	★★★★
POWER	★★★★	JUMP	★★★★
SKILL	★★★☆		

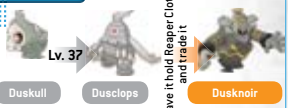
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Dusclops while it holds the Reaper Cloth
Pokémon SoulSilver	Link trade Dusclops while it holds the Reaper Cloth
Pokémon Diamond	Link trade Dusclops while it holds the Reaper Cloth
Pokémon Pearl	Link trade Dusclops while it holds the Reaper Cloth
Pokémon Platinum	Link trade Dusclops while it holds the Reaper Cloth

Pokémon HeartGold
This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

Pokémon SoulSilver
This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

EVOLUTION



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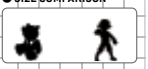
No. 478 | Snow Land Pokémon
Froslass

Ice / Ghost



● HEIGHT: 4'03"
● WEIGHT: 58.6 lbs.
● ITEMS: None

● SIZE COMPARISON





● FEMALE FORM

ABILITIES
● Snow Cloak

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

EGG GROUPS
Fairy
Mineral

PERFORMANCE
SPEED ★★★☆
POWER ★☆☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Dawn Stone on Snorunt ♀

Pokémon SoulSilver — Use Dawn Stone on Snorunt ♀

Pokémon Diamond — Use Dawn Stone on Snorunt ♀

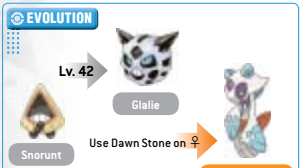
Pokémon Pearl — Use Dawn Stone on Snorunt ♀

Pokémon Platinum — Use Dawn Stone on Snorunt ♀

Pokémon HeartGold
Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSLASS.

Pokémon SoulSilver
Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSLASS.

EVOLUTION



● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
4	Double Team	Normal	Status	—	—	15	Self	—
10	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Ominous Wind	Ghost	Special	60	100	5	Normal	—
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
31	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Ice Shard	Ice	Physical	40	100	30	Normal	—
40	Hail	Ice	Status	—	—	10	All	—
51	Blizzard	Ice	Special	120	70	5	2 Foes	—
59	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

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No. 479 | Plasma Pokémon
Rotom

Electric | Ghost

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Trick	Psychic	Status	—	100	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
8	Uproar	Normal	Special	50	100	10	1 Random	—
15	Double Team	Normal	Status	—	—	15	Self	—
22	Shock Wave	Electric	Special	60	—	20	Normal	—
29	Ominous Wind	Ghost	Special	60	100	5	Normal	—
36	Substitute	Normal	Status	—	—	10	Self	—
43	Charge	Electric	Status	—	—	20	Self	—
50	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

*Rotom's Performance depends on its form:

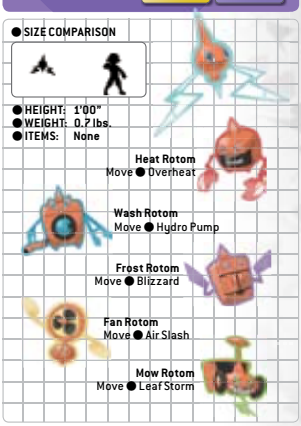
Heat Rotom ..... Speed ★★★☆ Power ★★★★ Skill ★★★☆
Stamina ★★★☆ Jump ★★★★

Wash Rotom ..... Speed ★★★ Power ★★★ Skill ★★★☆
Stamina ★★★★ Jump ★★☆☆

Frost Rotom ..... Speed ★★★☆ Power ★★☆ Skill ★★★★☆
Stamina ★★★ Jump ★★★☆

Fan Rotom ..... Speed ★★★☆☆ Power ★★★☆☆ Skill ★★★
Stamina ★★☆ Jump ★★★★★

Mow Rotom ..... Speed ★★★ Power ★★★ Skill ★★★★★
Stamina ★★★☆ Jump ★★☆☆



ABILITIES
● Levitate

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS
Amorphous

PERFORMANCE
SPEED ★★★☆☆ STAMINA ★★★☆
POWER ★★☆ JUMP ★★★★☆
SKILL ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon Pearl Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon Platinum Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon HeartGold
Research continues on this Pokémon, which could be the power source of a unique motor.

Pokémon SoulSilver
Research continues on this Pokémon, which could be the power source of a unique motor.

EVOLUTION
Does not evolve

*Put Rotom in your party and take the elevator in Saffron City's Silph Co. It changes by checking out appliances. It learns one move when it transforms but will forget it after it returns to normal.

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No. 480 | Knowledge Pokémon

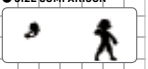
Uxie

Psychic



● HEIGHT: 1'00"
● WEIGHT: 0.7 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Levitate

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Lake Acuity (inside Acuity Cavern)

Pokémon Pearl Lake Acuity (inside Acuity Cavern)

Pokémon Platinum Lake Acuity (inside Acuity Cavern)

Pokémon HeartGold

According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

Pokémon SoulSilver

According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Endure	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Yawn	Normal	Status	—	—	10	Normal	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Amnesia	Psychic	Status	—	—	20	Self	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Flail	Normal	Physical	—	100	15	Normal	○
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

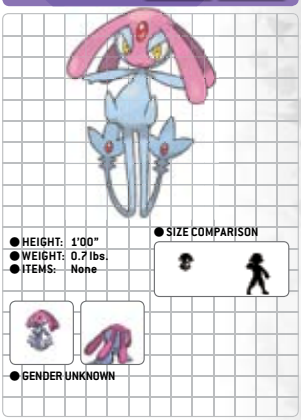
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Pokémon Moves

No. 481 | Emotion Pokémon

Mesprit

Psychic



● HEIGHT: 1'00"
● WEIGHT: 0.7 lbs.
● ITEMS: None

● SIZE COMPARISON

● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Protect	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Charm	Normal	Status	—	100	20	Normal	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Copycat	Normal	Status	—	—	20	Depends	—
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

ABILITIES

● Levitate

STATS

HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon Pearl After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon Platinum After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon HeartGold
This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

Pokémon SoulSilver
This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

EVOLUTION

Does not evolve

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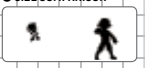
No. 482 | Willpower Pokémon
Azelf

Psychic



- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None

- SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES

- Levitate

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★★★
POWER ★★☆
SKILL ★★★★★
STAMINA ★★☆
JUMP ★★★★☆

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond — Lake Valor (inside Valor Cavern)
- Pokémon Pearl — Lake Valor (inside Valor Cavern)
- Pokémon Platinum — Lake Valor (inside Valor Cavern)

Pokémon HeartGold

This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

Pokémon SoulSilver

This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Detect	Fighting	Status	—	—	5	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Uproar	Normal	Special	50	100	10	1 Random	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Nasty Plot	Dark	Status	—	—	20	Self	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Last Resort	Normal	Physical	130	100	5	Normal	○
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Metal Claw	Steel	Physical	50	95	35	Normal	○
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	○
19	Power Gem	Rock	Special	70	100	20	Normal	—
24	Metal Burst	Steel	Physical	—	100	10	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Flash Cannon	Steel	Special	80	100	10	Normal	—
46	Roar of Time	Dragon	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

Pokémon Moves

No. 483 | Temporal Pokémon

Dialga

Steel | Dragon



- HEIGHT: 17'09"
- WEIGHT: 1,505.8 lbs.
- ITEMS: None

SIZE COMPARISON





GENDER UNKNOWN

ABILITIES

- Pressure

STATS

HP	●●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★☆	STAMINA	★★★★☆
POWER	★★★★★	JUMP	★★★☆☆
SKILL	★★★★☆		

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bring the Arceus you received in *Pokémon Diamond*, *Pearl*, or *Platinum* to the Ruins of Alph to receive Dialga*

Pokémon SoulSilver — Bring the Arceus you received in *Pokémon Diamond*, *Pearl*, or *Platinum* to the Ruins of Alph to receive Dialga*

Pokémon Diamond — Spear Pillar on Mt. Coronet

Pokémon Pearl — —

Pokémon Platinum — Spear Pillar on Mt. Coronet—(after entering the Hall of Fame)

Pokémon HeartGold

This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

Pokémon SoulSilver

This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

EVOLUTION

Does not evolve

*Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

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No. 484 | Spatial Pokémon
Palkia

Water | Dragon



- HEIGHT: 13'09"
- WEIGHT: 740.8 lbs.
- ITEMS: None

- SIZE COMPARISON





- GENDER UNKNOWN

ABILITIES
- Pressure

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★★
STAMINA ★★★★☆
JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Palkia*

Pokémon SoulSilver — Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Palkia*

Pokémon Diamond — —

Pokémon Pearl — Spear Pillar on Mt. Coronet

Pokémon Platinum — Spear Pillar on Mt. Coronet—(after entering the Hall of Fame)

Pokémon HeartGold: Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

Pokémon SoulSilver: Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

EVOLUTION
Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Water Pulse	Water	Special	60	100	20	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	○
19	Power Gem	Rock	Special	70	100	20	Normal	—
24	Aqua Tail	Water	Physical	90	90	10	Normal	○
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
46	Spacial Rend	Dragon	Special	100	95	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

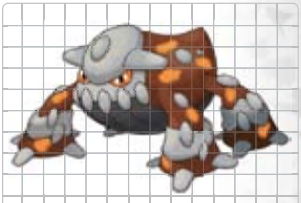
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

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No. 485 | Lava Dome Pokémon
Heatran

Fire | Steel



● HEIGHT: 5'07"
● WEIGHT: 948.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● MALE/FEMALE HAVE SAME FORM

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
17	Fire Fang	Fire	Physical	65	95	15	Normal	○
25	Metal Sound	Steel	Status	—	85	40	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Scary Face	Normal	Status	—	90	10	Normal	—
49	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
57	Fire Spin	Fire	Special	15	70	15	Normal	—
65	Iron Head	Steel	Physical	80	100	15	Normal	○
73	Earth Power	Ground	Special	90	100	10	Normal	—
81	Heat Wave	Fire	Special	100	90	10	2 Foes	—
88	Stone Edge	Rock	Physical	100	80	5	Normal	—
96	Magma Storm	Fire	Special	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABILITIES

● Flash Fire

STATS

HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED ★★☆
POWER ★★★★☆
SKILL ★★★☆☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon Pearl Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon Platinum Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon HeartGold

Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

Pokémon SoulSilver

Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

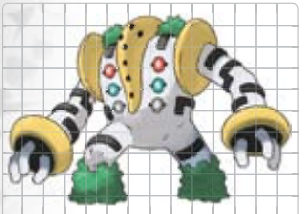
EVOLUTION

Does not evolve

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No. 486 | Colossal Pokémon
Regigigas

Normal



● HEIGHT: 12'02"
● WEIGHT: 925.9 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES
● Slow Start

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●●
ATTACK ●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★☆☆
POWER ★★★★★
SKILL ★★★☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)

Pokémon Pearl Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)

Pokémon Platinum Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)

Pokémon HeartGold
It is believed to have shaped REGIROCK, REGICE, and REGISTEEL out of clay, ice, and magma.

Pokémon SoulSilver
It is believed to have shaped REGIROCK, REGICE, and REGISTEEL out of clay, ice, and magma.

EVOLUTION
Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Mega Punch	Normal	Physical	80	85	20	Normal	○
1	Knock Off	Dark	Physical	20	100	20	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
25	Superpower	Fighting	Physical	120	100	5	Normal	○
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
75	Crush Grip	Normal	Physical	—	100	5	Normal	○
100	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Ominous Wind	Ghost	Special	60	100	5	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	○
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
24	Destiny Bond	Ghost	Status	—	—	5	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
46	Shadow Force	Ghost	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

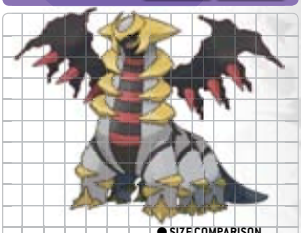
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

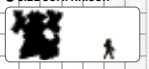
No. 487 | Renegade Pokémon
Giratina (Altered Forme)

Ghost | Dragon



- HEIGHT: 14'09"
- WEIGHT: 1,653.5 lbs.
- ITEMS: None

SIZE COMPARISON





GENDER UNKNOWN

ABILITIES
- Pressure

STATS
HP ●●●●●●
ATTACK ●●●●○
DEFENSE ●●●●●
SP. ATTACK ●●●●○
SP. DEFENSE ●●●●●
SPEED ●●●●○

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bring the Arceus you received in *Pokémon Diamond*, *Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*

Pokémon SoulSilver — Bring the Arceus you received in *Pokémon Diamond*, *Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*

Pokémon Diamond — Turnback Cave

Pokémon Pearl — Turnback Cave

Pokémon Platinum — Turnback Cave (if you defeat Giratina Origin Forme or flee from the battle in the Distortion World)

Pokémon HeartGold

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

Pokémon SoulSilver

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

EVOLUTION

Does not evolve

*Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

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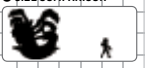
No. 487 | Renegade Pokémon
Giratina (Origin Forme)

Ghost / Dragon



● HEIGHT: 22'08"
● WEIGHT: 1,433.0 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Levitate

EGG GROUPS

No Egg has ever been discovered

STATS

HP	●●●●●●
ATTACK	●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●

PERFORMANCE

SPEED	★★★☆☆	STAMINA	★★★☆☆
POWER	★★★☆☆	JUMP	★★★☆☆
SKILL	★★★☆☆		

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*

Pokémon SoulSilver — Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*

Pokémon Diamond — —

Pokémon Pearl — —

Pokémon Platinum — Distortion World

Pokémon HeartGold

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

Pokémon SoulSilver

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Ominous Wind	Ghost	Special	60	100	5	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	○
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
24	Destiny Bond	Ghost	Status	—	—	5	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
46	Shadow Force	Ghost	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

*Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

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LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
11	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	Mist	Ice	Status	—	—	30	2 Allies	—
29	Aurora Beam	Ice	Special	65	100	20	Normal	—
38	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Slash	Normal	Physical	70	100	20	Normal	○
57	Moonlight	Normal	Status	—	—	5	Self	—
66	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
75	Psycho Shift	Psychic	Status	—	90	10	Normal	—
84	Lunar Dance	Psychic	Status	—	—	10	Self	—
93	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

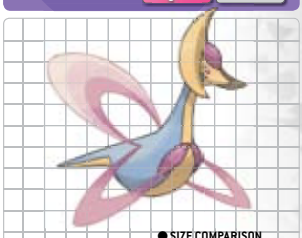
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

Pokémon Moves

No. 488 | Lunar Pokémon

Cresselia

Psychic



- HEIGHT: 4'11"
- WEIGHT: 188.7 lbs.
- ITEMS: None

SIZE COMPARISON





FEMALE FORM

ABILITIES

- Levitate

STATS

HP	●●●●●
ATTACK	●●●
DEFENSE	●●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

EGG GROUPS

No Egg has ever been discovered

PERFORMANCE

SPEED	★★☆	STAMINA	★★★☆
POWER	★★★★☆	JUMP	★★★★☆
SKILL	★★★★		

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon Pearl After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon Platinum After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon HeartGold

Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.

Pokémon SoulSilver

Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.

EVOLUTION

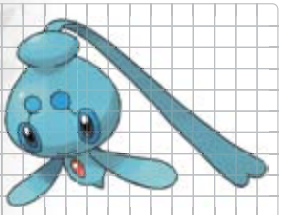
Does not evolve

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No. 489 | Sea Drifter Pokémon

Phione

Water



● HEIGHT: 1'04"
● WEIGHT: 6.8 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Hydration

STATS

HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

EGG GROUPS

Water 1
Fairy

PERFORMANCE

SPEED ★★★★☆
POWER ★☆☆
SKILL ★★★☆☆
STAMINA ★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold: Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

Pokémon SoulSilver: Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

Pokémon Diamond: Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

Pokémon Pearl: Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

Pokémon Platinum: Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

Pokémon HeartGold

When the water warms, they inflate the flotation sac on their heads and drift languidly on the sea in packs.

Pokémon SoulSilver

When the water warms, they inflate the flotation sac on their heads and drift languidly on the sea in packs.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
9	Charm	Normal	Status	—	100	20	Normal	—
16	Supersonic	Normal	Status	—	55	20	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Acid Armor	Poison	Status	—	—	40	Self	—
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Water Pulse	Water	Special	60	100	20	Normal	—
54	Aqua Ring	Water	Status	—	—	20	Self	—
61	Dive	Water	Physical	80	100	10	Normal	○
69	Rain Dance	Water	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

*Manaphy is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

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No. 490 | Seafaring Pokémon
Manaphy

Water



● HEIGHT: 1'00"
● WEIGHT: 3.1 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Glow	Bug	Status	—	—	20	Self	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
9	Charm	Normal	Status	—	100	20	Normal	—
16	Supersonic	Normal	Status	—	55	20	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Acid Armor	Poison	Status	—	—	40	Self	—
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Water Pulse	Water	Special	60	100	20	Normal	—
54	Aqua Ring	Water	Status	—	—	20	Self	—
61	Dive	Water	Physical	80	100	10	Normal	○
69	Rain Dance	Water	Status	—	—	5	All	—
76	Heart Swap	Psychic	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

ABILITIES
● Hydration

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

EGG GROUPS
Water 1
Fairy

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon SoulSilver — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon Diamond — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon Pearl — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon Platinum — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon HeartGold

It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

Pokémon SoulSilver

It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

EVOLUTION

Does not evolve

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No. 491 Darkrai

Pitch-Black Pokémon

Dark



● HEIGHT: 4'11"
● WEIGHT: 111.3 lbs.
● ITEMS: None

● SIZE COMPARISON





● GENDER UNKNOWN

ABILITIES

● Bad Dreams

EGG GROUPS

No Egg has ever been discovered

STATS

HP	●●●●
ATTACK	●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●●●

PERFORMANCE

SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon HeartGold

It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

Pokémon SoulSilver

It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

EVOLUTION

Does not evolve

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ominous Wind	Ghost	Special	60	100	5	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Hypnosis	Psychic	Status	—	60	20	Normal	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
38	Nightmare	Ghost	Status	—	100	15	Normal	—
47	Double Team	Normal	Status	—	—	15	Self	—
57	Haze	Ice	Status	—	—	30	All	—
66	Dark Void	Dark	Status	—	80	10	2 Foes	—
75	Nasty Plot	Dark	Status	—	—	20	Self	—
84	Dream Eater	Psychic	Special	100	100	15	Normal	—
93	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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No. 492 | Gratitude Pokémon
Shaymin (Land Forme)

Grass

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growth	Normal	Status	—	—	40	Self	—
10	Magical Leaf	Grass	Special	60	—	20	Normal	—
19	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Synthesis	Grass	Status	—	—	5	Self	—
37	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Worry Seed	Grass	Status	—	100	10	Normal	—
64	Aromatherapy	Grass	Status	—	—	5	All Allies	—
73	Energy Ball	Grass	Special	80	100	10	Normal	—
82	Sweet Kiss	Normal	Status	—	75	10	Normal	—
91	Healing Wish	Psychic	Status	—	—	10	Self	—
100	Seed Flare	Grass	Special	120	85	5	Normal	—

MOVE MANIAC

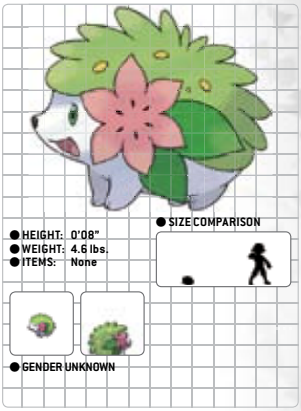
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—



● HEIGHT: 0'08"
● WEIGHT: 4.6 lbs.
● ITEMS: None

● SIZE COMPARISON

● GENDER UNKNOWN

ABILITIES
● Natural Cure

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆☆
SKILL ★★★★★
STAMINA ★★★
JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum — Only obtainable through special distribution events: check Pokemon.com for the latest updates on how to catch this Pokémon

Pokémon HeartGold

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Pokémon SoulSilver

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

EVOLUTION

Does not evolve

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No. 492 | Gratitude Pokémon
Shaymin (Sky Forme)

Grass | Flying



- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None



- GENDER UNKNOWN

ABILITIES
- Serene Grace

EGG GROUPS
No Egg has ever been discovered

PERFORMANCE
SPEED ★★★☆☆
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★
JUMP ★★★★★

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●●

MAIN WAYS TO OBTAIN

Pokémon HeartGold — Use Gracidea flower on Shaymin (Land Forme)*

Pokémon SoulSilver — Use Gracidea flower on Shaymin (Land Forme)*

Pokémon Diamond — Use Gracidea flower on Shaymin (Land Forme)*

Pokémon Pearl — Use Gracidea flower on Shaymin (Land Forme)*

Pokémon Platinum — Use Gracidea flower on Shaymin (Land Forme)*

Pokémon HeartGold

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Pokémon SoulSilver

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

EVOLUTION

Does not evolve

LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growth	Normal	Status	—	—	40	Self	—
10	Magical Leaf	Grass	Special	60	—	20	Normal	—
19	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Quick Attack	Normal	Physical	40	100	30	Normal	○
37	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Worry Seed	Grass	Status	—	100	10	Normal	—
64	Air Slash	Flying	Special	75	95	20	Normal	—
73	Energy Ball	Grass	Special	80	100	10	Normal	—
82	Sweet Kiss	Normal	Status	—	75	10	Normal	—
91	Leaf Storm	Grass	Special	140	90	5	Normal	—
100	Seed Flare	Grass	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

*Shaymin is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

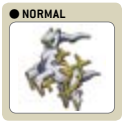
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No. 493 | Alpha Pokémon
Arceus

Normal

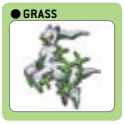
MULTITYPE

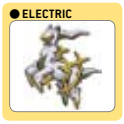
The type of Arceus changes depending on the type of Plate it holds. There are 16 Plates altogether, and you can get one a day when you talk to the Captain of the Fast Ship S.S. Aqua. (You won't get a Plate on your first visit to the ship.)

























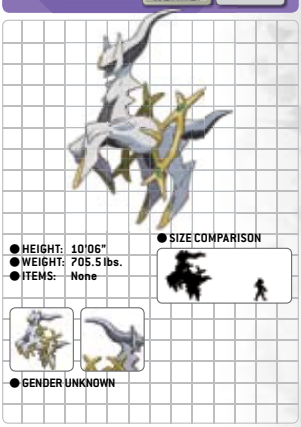












● HEIGHT: 10'06"
● WEIGHT: 705.5 lbs.
● ITEMS: None

● SIZE COMPARISON

● GENDER UNKNOWN

ABILITIES
● Multitype

EGG GROUPS
No Egg has ever been discovered

STATS

HP	●●●●●●
ATTACK	●●●●●●
DEFENSE	●●●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●●●
SPEED	●●●●●●

PERFORMANCE

■ **Normal, Fire, Ground, Rock**
SPEED ★★★★☆ STAMINA ★★★★★
POWER ★★★★★ JUMP ★★★★☆
SKILL ★★★★☆

■ **Water, Electric, Psychic**
SPEED ★★★★★ STAMINA ★★★★☆
POWER ★★★★☆ JUMP ★★★★☆
SKILL ★★★★★

■ **Grass**
SPEED ★★★★☆ STAMINA ★★★★★
POWER ★★★★☆ JUMP ★★★★★
SKILL ★★★★☆

■ **Ice**
SPEED ★★★★★ STAMINA ★★★★☆
POWER ★★★★★ JUMP ★★★★☆
SKILL ★★★★☆

■ **Fighting, Dark**
SPEED ★★★★☆ STAMINA ★★★★☆
POWER ★★★★★ JUMP ★★★★☆
SKILL ★★★★★

■ **Poison, Steel**
SPEED ★★★★☆ STAMINA ★★★★★
POWER ★★★★★ JUMP ★★★★☆
SKILL ★★★★★

■ **Flying, Bug**
SPEED ★★★★★ STAMINA ★★★★☆
POWER ★★★★☆ JUMP ★★★★★
SKILL ★★★★☆

■ **Ghost**
SPEED ★★★★☆ STAMINA ★★★★☆
POWER ★★★★☆ JUMP ★★★★★
SKILL ★★★★★

■ **Dragon**
SPEED ★★★☆☆ STAMINA ★★★★★
POWER ★★★★★ JUMP ★★★★★
SKILL ★★★★★

● LEVEL-UP MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
1	Cosmic Power	Psychic	Status	—	—	20	Self	—
1	Natural Gift	Normal	Physical	—	100	15	Normal	—
1	Punishment	Dark	Physical	—	100	5	Normal	○
10	Gravity	Psychic	Status	—	—	5	All	—
20	Earth Power	Ground	Special	90	100	10	Normal	—
30	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
40	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○
50	Refresh	Normal	Status	—	—	20	Self	—
60	Future Sight	Psychic	Special	80	90	15	Normal	—
70	Recover	Normal	Status	—	—	10	Self	—
80	Hyper Beam	Normal	Special	150	90	5	Normal	—
90	Perish Song	Normal	Status	—	—	5	All	—
100	Judgment	Normal	Special	100	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor*	Dragon	Special	140	90	5	Normal	—

*Can be taught if Arceus holds the Draco Plate and has high enough friendship

See next page for the TM & HM MOVES and MAIN WAYS TO OBTAIN

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MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

Pokémon Pearl Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

Pokémon Platinum Arceus is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

Pokémon HeartGold

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

Pokémon SoulSilver

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

EVOLUTION

Does not evolve

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2Allies	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	1	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

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Pokémon Moves

Move	Effect
Absorb	Restores HP equal to half of damage inflicted on the target.
Acid	There is a 10% chance of lowering the target's Sp. Defense by 1. The attack power decreases in Double Battles.
Acid Armor	Raises user's Defense by 2.
Acupressure	Raises a random stat by 2.
Aerial Ace	Always strikes the target.
Aeroblast	High critical-hit rate.
Agility	Raises user's Speed by 2.
Air Cutter	High critical-hit rate. The attack is weaker in Double Battles.
Air Slash	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Amnesia	Raises user's Sp. Defense by 2.
AncientPower	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense, and Speed by 1.
Aqua Jet	Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).
Aqua Ring	Gradually restores HP with every turn.
Aqua Tail	Regular attack.
Arm Thrust	Attacks 2–5 times in a row in a single turn.
Aromatherapy	Heals status ailments of all ally Pokémon in your party.
Assist	Uses a random move from one of the non-participating Pokémon in your party.
Assurance	Does twice the damage if the target has already taken damage that turn.
Astonish	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Attack Order	High critical hit rate.
Attract	This move has a 50% chance of making the target unable to attack. Only works if the user and target are different genders.
Aura Sphere	Always strikes the target.
Aurora Beam	This move has a 10% chance of lowering the target's Attack by 1.
Avalanche	This move deals double the damage if the user has already received damage from the target that turn.
Barrage	Attacks 2–5 times in a row in a single turn.
Barrier	Raises user's Defense by 2.
Baton Pass	Swaps out with an ally Pokémon, passing along any stat changes.
Beat Up	Attacks according to the number of Pokémon in your party, including the user, but not Pokémon that have fainted.
Belly Drum	Halves the user's HP, but raises its Attack to the maximum.
Bide	Counter-inflicts twice the damage received in the next 2 turns.
Bind	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Bite	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Blast Burn	Cannot move on the next turn. If the target is afflicted with the Frozen condition, this move melts the ice.
Blaze Kick	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Blizzard	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Block	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Body Slam	This move has a 30% chance of inflicting the Paralysis condition on the target.

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Bone Club	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Bone Rush	Attacks 2–5 times in a row in a single turn.
Bonemerang	Attacks twice in a row in a single turn.
Bounce	Flies into the air on first turn, then attacks on the second. This move has a 30% chance of inflicting the Paralysis condition on the target.
Brave Bird	User takes 1/3 of the damage inflicted on the target.
Brick Break	This move breaks through Reflect and Light Screen.
Brine	This move delivers twice the damage if the target has less than half its maximum HP.
Bubble	This move has a 10% chance of lowering the target's Speed. The attack is weaker in Double Battles.
BubbleBeam	This move has a 10% chance of lowering the target's Speed by 1.
Bug Bite	Eats and uses the effects of opponent's Berry in battle.
Bug Buzz	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Bulk Up	Raises the user's Attack and Defense by 1.
Bullet Punch	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Bullet Seed	Attacks 2–5 times in a single turn.
Calm Mind	Raises the user's Sp. Attack and Sp. Defense by 1.
Camouflage	Changes user's type in accordance with the terrain. Tall grass/water puddle: Grass type. Sandy ground/marsh: Ground type. Rocky ground/cave: Rock type. Water surface: Water type. Snowy/icy ground: Ice type. Floor: Normal Type.
Captivate	Lowers Sp. Attack by 2. Only works if the user and target are opposite genders.
Charge	Doubles attack power of an Electric-type move used on following turn. Raises user's Sp. Defense by 1.
Charge Beam	This move has a 70% chance of raising the user's Sp. Attack by 1.
Charm	Lowers the target's Attack by 2.
Chatter	May Confuse the target—likelihood depends on the volume of the sound you recorded (Chatot only).
Clamp	Inflicts damage for 2–5 turns. Target cannot escape during that time.
Close Combat	Lowers user's Defense and Sp. Defense by 1.
Comet Punch	Attacks 2–5 times in a single turn.
Confuse Ray	Inflicts the Confused condition on the target.
Confusion	This move has a 10% chance of inflicting the Confused condition on the target.
Constrict	This move has a 10% chance of lowering the target's Speed by 1.
Conversion	Changes user's type to that of one of its moves.
Conversion 2	Changes user's type to type that is strong against foe's last-used move.
Copycat	Uses the last move executed.
Cosmic Power	Raises user's Defense and Sp. Defense by 1.
Cotton Spore	Lowers the target's Speed by 2.
Counter	If user is attacked physically, this move counter-inflicts twice the damage. Always strikes last.
Covet	If the target has an item and user has none, the user steals the target's item.
Crabhammer	High critical-hit rate.
Cross Chop	High critical-hit rate.
Cross Poison	High critical-hit rate. This move has a 10% chance of inflicting the Poison condition on the target.
Crunch	This move has a 20% chance of lowering the target's Defense by 1.
Crush Claw	This move has a 50% chance of lowering the target's Defense by 1.
Crush Grip	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).

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Curse	Lowers user's Speed by 1 and raises its Attack and Defense by 1. If used by a Ghost-type Pokémon, it halves user's HP, but lowers the target's HP by 1/4 of maximum every turn.
Cut	Regular attack.
Dark Pulse	There is a 20% chance of making the target flinch (target cannot use moves for that turn).
Dark Void	Inflicts the Sleep condition on the target.
Defend Order	Raises the user's Defense and Sp. Defense by 1.
Defense Curl	Raises the user's Defense by 1.
Defog	Lowers the target's evasion by 1. Nullifies the effects of the target's Light Screen, Reflect, Safeguard, Mist, Spikes, or Toxic Spikes, and nullifies the Fog weather condition.
Destiny Bond	When executed, if the user faints due to damage from the target, the target faints as well.
Detect	Protects against a move used by the target on that turn. Chance of failure increases with each successive use.
Dig	User burrows underground on the first turn, and then attacks on the second.
Disable	Prevents the target from using the last move it used for several turns.
Discharge	This move has a 30% chance of inflicting the Paralysis condition on the target. The attack power decreases in Double Battles.
Dive	Dives underwater on the first turn, then attacks on the second.
Dizzy Punch	This move has a 20% chance of inflicting the Confused condition on the target.
Doom Desire	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.
Double Hit	Attacks twice in a row in a single turn.
Double Kick	Attacks twice in a row in a single turn.
Double Team	Raises user's evasion by 1.
Double-Edge	User takes damage equal to 1/3 of damage inflicted on the target.
DoubleSlap	Attacks consecutively 2–5 times.
Draco Meteor	Lowers the user's Sp. Attack by 2.
Dragon Claw	Regular attack.
Dragon Dance	Raises the user's Attack and Speed by 1.
Dragon Pulse	Regular attack.
Dragon Rage	Deals a fixed 40 points of damage.
Dragon Rush	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).
DragonBreath	This move has a 30% chance of inflicting the Paralyzed condition on the target.
Drain Punch	Restores HP equal to 1/2 the damage dealt to the target.
Dream Eater	Restores HP equal to 1/2 the damage inflicted on the target. Only works when the target is asleep.
Drill Peck	Regular attack.
DynamicPunch	This move has a 100% chance of inflicting the Confused condition on the target.
Earth Power	Has a 10% chance of lowering the target's Sp. Defense by 1.
Earthquake	Regular attack. Does double damage to foes using Dig. Attack power is lower in Double Battles.
Egg Bomb	Regular attack.
Embargo	The target is unable to use items for 5 turns. Trainer cannot use items on that Pokémon either.
Ember	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Encore	Forces the target to use its last move again. Works for 2–6 turns.
Endeavor	Inflicts damage equal to the target's HP minus user's HP.
Endure	Leaves the user with 1 HP even after moves that deliver a KO hit. The chance of failure rises with each successive use.
Energy Ball	This move has a 10% chance of lowering the target's Sp. Defense by 1.

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Eruption	If the user's HP is low, this attack's power is decreased. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Explosion	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Extrasensory	This move has a 10% chance of making the target flinch (cannot use a move for this turn).
ExtremeSpeed	Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).
Facade	This move inflicts twice the damage if user has the Poison, Paralyzed, or Burned condition.
Faint Attack	Always strikes the target.
Fake Out	Always strikes first, with 100% chance of making the target flinch. Only works on the turn where user is sent out.
Fake Tears	Lowers the target's Sp. Defense by 2.
False Swipe	Leaves the target with 1 HP remaining, even when hit with KO moves.
FeatherDance	Lowers the target's Attack by 2.
Feint	Only hits targets using Protect or Detect, and eliminates the effects from those moves.
Fire Blast	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Fire Fang	This move has a 10% chance of inflicting the Burned condition or making the target flinch. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Punch	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Spin	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Fissure	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Flail	If the user's HP is low, this move does greater damage to the target.
Flame Wheel	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts its ice.
Flamethrower	This move has a 10% chance of inflicting the Burned condition. If foe is Frozen, this move melts its ice.
Flare Blitz	User takes 1/3 of the damage inflicted. There is a 10% chance of inflicting the Burn condition on the target. If the target is afflicted with the Frozen condition, this move melts its ice. This move can also be used if the user is Frozen and will melt its ice.
Flash	Lowers the target's accuracy by 1.
Flash Cannon	This move has a 10% chance of lowering the target's Sp. Attack by 1.
Flatter	Confuses the target but raises its Sp. Attack by 1.
Fling	Attacks by throwing user's held item at the target. Power and effect depend on item thrown.
Fly	User flies into the air on the first turn, then attacks on the second.
Focus Blast	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Focus Energy	Raises critical-hit rate for next move.
Focus Punch	Strikes last. If the target lands a hit before this move lands, then this move misses.
Follow Me	Draws all the target's attacks to the user.
Force Palm	This move has a 30% chance of inflicting the Paralysis condition on the target.
Foresight	Hits the target regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Frenzy Plant	User cannot use a move on the next turn.
Frustration	If the user's friendship level is low, this move's attack power increases.
Fury Attack	Attacks 2–5 times in a row in a single turn.
Fury Cutter	This move doubles in power every time it strikes (up to 5 times). Power returns to normal once it misses.
Fury Swipes	Attacks 2–5 times in a row in a single turn.
Future Sight	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.

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Gastro Acid	Nullifies the target's Ability.
Giga Drain	Restores HP equal to half the damage inflicted on the target.
Giga Impact	The user cannot move on the next turn.
Glare	Inflicts the Paralysis condition on the target.
Grass Knot	Has higher attack power against heavier targets.
GrassWhistle	Inflicts the Sleep condition on the target.
Gravity	Raises the accuracy of all Pokémon in battle for 5 turns. Makes Flying-type Pokémon and Pokémon with the Ability Levitate vulnerable to Ground-type moves. Prevents use of Fly, Splash, Bounce, and Magnet Rise. Pulls any airborne Pokémon to the ground.
Growl	Lowers the target's Attack by 1.
Growth	Raises user's Sp. Attack by 1.
Grudge	If the user faints because of an enemy's move, that move's PP drops to 0.
Guard Swap	Swaps Defense and Sp. Defense differences between user and the target.
Guillotine	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Gunk Shot	This move has a 30% chance of inflicting the Poison condition on the target.
Gust	Regular attack. This does twice the damage if the target is using Fly or Bounce when it hits.
Gyro Ball	If the target has a higher Speed stat than the user, the damage of the move is increased (max attack power 150).
Hail	Changes the weather condition to Hail for 5 turns, damaging all Pokémon except Ice types every turn.
Hammer Arm	Lowers user's Speed by 1.
Harden	Raises user's Defense by 1.
Haze	Restores user's and target's stats to their original state.
Head Smash	User takes 1/2 the damage inflicted on the target.
Headbutt	This move has a 30% chance of making the target flinch (cannot use a move for that turn).
Heal Bell	Heals status ailments for all ally Pokémon in your party.
Heal Block	Target cannot use moves to recover HP for 5 turns.
Heal Order	Restores half of maximum HP.
Healing Wish	Makes user faint, but completely heals the HP and status of the next Pokémon you send out.
Heart Swap	Swaps all stat changes between user and the target.
Heat Wave	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, it melts the ice. The attack power decreases in Double Battles.
Helping Hand	Strengthens ally's attack power by 1.5 times.
Hi Jump Kick	If this attack misses, user takes 1/2 of the damage that would have been inflicted.
Hidden Power	Type and power will change depending on the user.
Horn Attack	Regular attack.
Horn Drill	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate as the difference between the target's level and user's level increases.
Howl	Raises user's Attack by 1.
Hydro Cannon	User cannot use a move on the next turn.
Hydro Pump	Regular attack.
Hyper Beam	Cannot use a move on the next turn.
Hyper Fang	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Hyper Voice	Regular attack. The attack power decreases in Double Battles.
Hypnosis	Inflicts the Sleep condition on the target.
Ice Ball	Attacks consecutively for 5 turns or until it misses. Damage rises with each strike. Use Defense Curl first to double the damage.
Ice Beam	This move has a 10% chance of inflicting the Frozen condition on the target.

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Ice Fang	This move has a 10% chance of inflicting the Frozen condition on the target or making it flinch.
Ice Punch	This move has a 10% chance of inflicting the Frozen condition on the target.
Ice Shard	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Icicle Spear	Attacks 2–5 times in a row in a single turn.
Icy Wind	Has a 100% chance of lowering target's Speed by 1. The attack power decreases in Double Battles.
Imprison	Makes target unable to use a move if the user knows it as well.
Ingrain	Restores a little HP each turn. User cannot be switched out after using this move. Flying-type Pokémon and Pokémon with the Levitate Ability become vulnerable to Ground-type moves.
Iron Defense	Raises user's Defense by 2.
Iron Head	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Iron Tail	This move has a 30% chance of lowering the target's Defense by 1.
Judgment	Regular attack. Type changes according to the Plate Arceus is holding.
Jump Kick	If this attack misses, user takes 1/2 of the damage that would have been inflicted.
Karate Chop	High critical-hit rate.
Kinesis	Lowers the target's accuracy by 1.
Knock Off	Foe loses its held item for the duration of the battle.
Last Resort	Damage is inflicted only if user has executed each of its other moves at least once.
Lava Plume	There is a 30% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Leaf Blade	High critical-hit rate.
Leaf Storm	Lowers the user's Sp. Attack by 2.
Leech Life	Restores HP equal to half the damage inflicted on the target.
Leech Seed	Steals HP from the target every turn. Effect lasts even if the user switches out.
Leer	Lowers the target's Defense by 1.
Lick	This move has a 30% chance of inflicting the Paralysis condition on the target.
Light Screen	Halves damage from the target's special moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Lock-On	Attack on the subsequent turn is a guaranteed hit.
Lovely Kiss	Inflicts the Sleep condition on the target.
Low Kick	Has higher attack power against heavier targets.
Lucky Chant	Target cannot land critical hits for 5 turns.
Lunar Dance	Knocks out the user, but completely restores the PP and status of the next Pokémon you send out.
Luster Purge	This move has a 50% chance of lowering the target's Sp. Defense by 1.
Mach Punch	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Magic Coat	Reflects moves with effects like Leech Seed or those that inflict the Sleep, Poison, Paralysis, or Confused conditions.
Magical Leaf	Always strikes the target.
Magma Storm	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Magnet Bomb	Always strikes the target.
Magnet Rise	Nullifies Ground-type moves for 5 turns.
Magnitude	Attack power shifts between 10, 30, 50, 70, 90, 110, and 150. This move deals double damage against targets using Dig and has lower power in Double Battles.
Me First	Copies the foe's chosen move and uses it with increased power. Fails if it does not strike first.
Mean Look	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Meditate	Raises the user's Attack by 1.
Mega Drain	Recovers HP equal to 1/2 the damage inflicted on the target.

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Mega Kick	Regular attack.
Mega Punch	Regular attack.
Megahorn	Regular attack.
Memento	User faints, but the target's Attack and Sp. Attack are lowered by 2.
Metal Burst	Inflicts damage on the target equal to 1.5 times the damage last received from the target in that same turn.
Metal Claw	This move has a 10% chance of raising the user's Attack stat by 1.
Metal Sound	Lowers the target's Sp. Defense by 2.
Meteor Mash	This move has a 20% chance of raising user's Attack by 1.
Metronome	Uses one move randomly chosen from all possible moves.
Milk Drink	Restores half of user's maximum HP.
Mimic	Allows opponent's last-used move to be copied by user (copied move has a PP of 5).
Mind Reader	The user's next attack will have perfect accuracy.
Minimize	Raises user's evasion by 1.
Miracle Eye	Hits the target regardless of the target's evasion stat. Makes Dark-type Pokémon vulnerable to Psychic-type attacks.
Mirror Coat	Returns double the damage received from a special move delivered by the target.
Mirror Move	Uses the last move that the target just used.
Mirror Shot	This move has a 30% chance of lowering the target's accuracy by 1.
Mist	For 5 turns, this move protects against stat-lowering moves and side effects.
Mist Ball	There is a 50% chance of lowering the target's Sp. Attack by 1.
Moonlight	Restores HP, the amount of which is based on the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Morning Sun	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rainy/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Mud Bomb	This move has a 30% chance of lowering the target's accuracy by 1.
Mud Shot	This move has a 100% chance of lowering the target's Speed by 1.
Mud Sport	Halves the power of Electric-type moves as long as user is in play.
Muddy Water	This move has a 30% chance of lowering the target's accuracy by 1. The attack power decreases in Double Battles.
Mud-Slap	This move has a 100% chance of lowering the target's accuracy by 1.
Nasty Plot	Raises the user's Sp. Attack by 2.
Natural Gift	Type and attack power change according to the Berry held by user.
Nature Power	Move varies depending on terrain. Tall grass/puddle: Seed Bomb. Sand: Earthquake. Rocks/cave: Rockslide. Swamp: Mud Bomb. Water: Hydro Pump. Snow: Blizzard. Ice: Ice Beam. Floor: Tri Attack.
Needle Arm	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Night Shade	Deals fixed damage equal to user's level.
Night Slash	High critical-hit rate.
Nightmare	Lowers the target's HP by 1/4 of maximum every turn. Fails if the target is not asleep.
Octazooka	This move has a 50% chance of lowering the target's accuracy by 1.
Odor Sleuth	Always hits, regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Ominous Wind	This move has a 10% chance of raising all of the user's stats by 1. Weaker in Double Battles.
Outrage	Attacks consecutively for 2–3 turns. If attack is interrupted, the user becomes Confused.
Overheat	Lowers user's Sp. Attack by 2. If foe is Frozen, this move also melts the ice.
Pain Split	Averages user's HP and the target's HP.
Payback	This move delivers twice the damage if the user strikes after the target strikes.

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Payday	Increases the amount of prize money received after battle (level multiplied by number of attacks, multiplied by five).
Peck	Regular attack.
Perish Song	All Pokémon in battle will faint after 3 turns, unless switched out.
Petal Dance	Attacks 2–3 turns in succession. If attack is interrupted, the user becomes Confused.
Pin Missile	Attacks 2–5 times in a row in a single turn.
Pluck	Eats and uses the effects of opponent's Berry in battle.
Poison Fang	This move has a 30% chance of inflicting the Badly Poisoned condition on the target. Damage from being Badly Poisoned increases with every turn.
Poison Gas	Inflicts the Poison condition on the target.
Poison Jab	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Sting	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Tail	This move has a 10% chance of inflicting the Poison condition on the target. High critical-hit rate.
PoisonPowder	Inflicts the Poison condition on the target.
Pound	Regular attack.
Powder Snow	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Power Gem	Regular attack.
Power Swap	Swaps any changes to Attack and Sp. Attack between the user and the target.
Power Trick	Swaps original Attack and Defense stats (does not swap changes made to the stats).
Power Whip	Regular attack.
Present	Attack power varies: 40 (40% chance), 80 (30%), 120 (10%). Has 20% of healing foe by 1/4 max HP.
Protect	Protects against moves used by the target on that turn. Chance of failure increases with each successive use.
Psybeam	This move has a 10% chance of inflicting the Confused condition.
Psych Up	Gives the target's stat changes to user.
Psychic	This move has a 10% chance of lowering foe's Sp. Defense by 1.
Psycho Boost	Lowers user's Sp. Attack by 2.
Psycho Cut	High critical-hit rate.
Psycho Shift	Transfers user's Poison, Badly Poisoned, Sleep, Paralysis, or Burned status to foe, healing the user.
Psywave	Inflicts damage equal to user's level multiplied by a random number between 0.5 and 1.5.
Punishment	Has higher attack power if the target has elevated stats.
Pursuit	Does twice the damage against a target Pokémon that's switching out.
Quick Attack	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Rage	Attack power rises as user takes hits from the target.
Rain Dance	Changes the weather condition to Rain for 5 turns, thus strengthening Water-type moves.
Rapid Spin	Releases user from Bind, Wrap, Leech Seed, or Spikes.
Razor Leaf	High critical-hit rate. The attack power decreases in Double Battles.
Razor Wind	Builds power on the first turn and attacks on the second turn. High critical-hit rate. The attack power decreases in Double Battles.
Recover	Restores half of maximum HP.
Recycle	Makes a used held item useable again.
Reflect	Halves damage from the target's physical moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Refresh	Heals the Poison, Paralysis, and Burned conditions.
Rest	Completely restores HP, but user is asleep for 2 turns.
Return	If the user's friendship level is high, this move's attack power increases.

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Revenge	This move deals double the damage if the user has already received damage from the target that turn.
Reversal	If user's HP is low, this move does more damage to the target.
Roar	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Roar of Time	User cannot move on the next turn.
Rock Blast	Attacks 2–5 times in a single turn.
Rock Climb	This move has a 20% chance of inflicting the Confused condition on the target.
Rock Polish	Raises the user's Speed by 2.
Rock Slide	This move has a 30% chance of making the target flinch (target cannot use moves for that turn). The attack is weaker in Double Battles.
Rock Smash	This move has a 50% chance of lowering the target's Defense by 1.
Rock Throw	Regular attack.
Rock Tomb	This move has a 100% chance of lowering the target's Speed by 1.
Rock Wrecker	The user cannot use a move on the next turn.
Role Play	Copies the target's Ability (cannot copy Wonder Guard).
Rolling Kick	There is a 30% chance of making the target flinch (target cannot use moves for that turn).
Rollout	Attacks consecutively over 5 turns or until it misses. Inflicts greater damage with every successful hit, and inflicts twice the damage if used after Defense Curl.
Roost	Restores half of maximum HP, but pulls the Flying-type Pokémon to the ground.
Sacred Fire	This move has a 50% chance of inflicting the Burned condition on the target. If the target is inflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts the ice.
Safeguard	Protects against status conditions for 5 turns. Effects last even if the user switches Pokémon.
Sand Tomb	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Sand-Attack	Lowers the target's accuracy by 1.
Sandstorm	Changes the weather condition to Sandstorm for 5 turns. All Pokémon but Rock, Steel, and Ground types take damage every turn.
Scary Face	Lowers the target's Speed by 2.
Scratch	Regular attack.
Screech	Lowers the target's Defense by 2.
Secret Power	Regular attack with a 30% chance of one of the following side effects, depending on the terrain: Tall grass/water puddle: Sleep condition. Sandy ground: lowers accuracy by 1. Rocky ground/cave: target flinches. Marsh: lowers Speed by 1. Water surface: lowers Attack by 1. Snowy/icy ground: Frozen condition. Floor: Paralysis condition.
Seed Bomb	Regular attack.
Seed Flare	This move has a 40% chance of lowering the target's Sp. Defense by 2.
Seismic Toss	Deals fixed damage equal to user's level.
Selfdestruct	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Shadow Ball	This move has a 20% chance of lowering the target's Sp. Defense by 1.
Shadow Claw	High critical hit rate.
Shadow Force	Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.
Shadow Punch	Always strikes the target.
Shadow Sneak	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Sharpen	Raises user's Attack by 1.
Sheer Cold	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Shock Wave	Always strikes the target.
Signal Beam	This move has a 10% chance of inflicting the Confused condition on the target.
Silver Wind	This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.

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Sing	Inflicts the Sleep condition on the target.
Sketch	Copies the last move used by the target. User then forgets the Sketch and learns the new move.
Skill Swap	Swaps Abilities between the user and target (except for Wonder Guard).
Skull Bash	Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.
Sky Attack	Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Sky Uppercut	Deals damage even to targets using Fly or Bounce.
Slack Off	Restores 1/2 of maximum HP.
Slam	Regular attack.
Slash	High critical-hit rate.
Sleep Powder	Inflicts the Sleep condition on the target.
Sleep Talk	Randomly executes one of user's moves. Only works when user is asleep.
Sludge	There is a 30% chance of inflicting the Poison condition on the target.
Sludge Bomb	There is a 30% chance of inflicting the Poison condition on the target.
Shadow Ball	This move has a 20% chance of lowering the target's Sp. Defense by 1.
Shadow Claw	High critical hit rate.
Shadow Force	Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.
Shadow Punch	Always strikes the target.
Shadow Sneak	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Sharpen	Raises user's Attack by 1.
Sheer Cold	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Shock Wave	Always strikes the target.
Signal Beam	This move has a 10% chance of inflicting the Confused condition on the target.
Silver Wind	This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.
Sing	Inflicts the Sleep condition on the target.
Sketch	Copies the last move used by the target. User then forgets the Sketch and learns the new move.
Skill Swap	Swaps Abilities between the user and target (except for Wonder Guard).
Skull Bash	Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.
Sky Attack	Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Sky Uppercut	Deals damage even to targets using Fly or Bounce.
Slack Off	Restores 1/2 of maximum HP.
Slam	Regular attack.
Slash	High critical-hit rate.
Sleep Powder	Inflicts the Sleep condition on the target.
Sleep Talk	Randomly executes one of user's moves. Only works when user is asleep.
Sludge	There is a 30% chance of inflicting the Poison condition on the target.
Sludge Bomb	There is a 30% chance of inflicting the Poison condition on the target.
SmellingSalt	This move does twice the damage against targets with Paralysis, but heals this condition.
Smog	This move has a 40% chance of inflicting the Poison condition on the target.
SmokeScreen	Lowers the target's accuracy by 1.
Snatch	Steals the effects of recovery or stat-altering moves used by the target on that turn.

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Snore	Only works when user is asleep. Has a 30% chance of making the target flinch.
Softboiled	Restores half of maximum HP.
SolarBeam	Powers up on the first move, then attacks on the second. Can attack without charging in a Sunny weather condition. Attack power is halved in Rain, Sandstorm, Hail, and Fog weather conditions.
SonicBoom	This move deals a fixed 20 points of damage.
Spacial Rend	High critical-hit rate.
Spark	This move has a 30% chance of inflicting the Paralysis condition on the target.
Spider Web	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Spike Cannon	Attacks 2–5 times in a row in a single turn.
Spikes	Damages the target as it switches out. Power rises with each use, up to 3 times. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Spit Up	Deals damage, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Spite	Takes 4 points from the PP of the target's last move used.
Splash	No effect.
Spore	Inflicts the Sleep condition on the target.
Stealth Rock	Target takes damage when sending out Pokémon. Damage is subject to type matchups.
Steel Wing	This move has a 10% chance of raising the user's Defense by 1.
Stockpile	Raises user's Defense and Sp. Defense by 1. Can be used up to 3 times.
Stomp	This move has a 30% chance of making the target flinch (target cannot use moves for that turn). It deals twice the damage if the target is using Minimize.
Stone Edge	High critical-hit rate.
Strength	Regular attack.
String Shot	Lowers the target's Speed by 1.
Struggle	This move becomes available when all other moves are out of Power Points. User takes 1/4 of its maximum HP as damage. Inflicts damage regardless of type compatibility.
Stun Spore	Inflicts the Paralysis condition on the target.
Submission	User takes 1/4 of the damage inflicted on foe.
Substitute	Uses 1/4 of maximum HP to create a copy of the user.
Sucker Punch	This move attacks first and deals damage if the target's chosen move is an attack move.
Sunny Day	Changes the weather condition to Sunny for 5 turns, strengthening Fire-type moves.
Super Fang	Halves the target's HP.
Super Power	Lowers user's Attack and Defense by 1.
Supersonic	Inflicts the Confused condition on the target.
Surf	Regular attack. Does double the damage to foes using Dive. The attack power decreases in Double Battles.
Swagger	Confuses target but raises its Attack by 2.
Swallow	Restores HP, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Sweet Kiss	Inflicts the Confused condition on the target.
Sweet Scent	Lowers the target's evasion by 1.
Swift	Always strikes the target. Has lower attack power in Double Battles.
Switcheroo	Swaps items between the user and the target.
Swords Dance	Raises user's Attack by 2.
Synthesis	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Tackle	Regular attack.
Tail Glow	Raises the user's Sp. Attack by 2.

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Tail Whip	Lowers the target's Defense by 1.
Tailwind	Doubles user's and ally's Speed for 3 turns.
Take Down	User takes damage equal to 1/4 of the damage inflicted on the target.
Taunt	Prevents the target from using anything other than attack moves for 2–4 turns.
Teeter Dance	Inflicts the Confused condition on the target.
Teleport	Ends wild Pokémon battles.
Thief	If the target has an item and the user has none, the user steals the target's item.
Thrash	Attacks 2–3 times consecutively, then the user becomes Confused.
Thunder	This move has a 30% chance of inflicting the Paralyzed condition on a target. It is 100% accurate in the Rain weather condition and 50% accurate in the Sunny weather condition. It can also hit foes using Fly or Bounce.
Thunder Fang	This move has a 10% chance of paralyzing a target or making it flinch (target cannot use moves for that turn).
Thunder Wave	Inflicts the Paralyzed condition on the target.
Thunderbolt	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderPunch	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderShock	This move has a 10% chance of inflicting the Paralysis condition on the target.
Tickle	Lowers the target's Attack and Defense by 1.
Torment	Target cannot use same move twice in a row.
Toxic	Badly poisons the target. Damage from being Badly Poisoned increases with every turn.
Toxic Spikes	Lays a trap of poison spikes that inflict the Poison condition on foes that switch into battle. Using Toxic Spikes twice will inflict the Badly Poisoned condition. Ineffective against Poison-type Pokémon. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Transform	User transforms into the target. User has the same moves and Ability as the target (all moves have 5 PP).
Tri Attack	This move has a 20% chance of inflicting the Paralysis, Burned, or Frozen condition on the target.
Trick	Swaps items between user and the target.
Trick Room	For 5 turns, the Pokémon with lower Speed strikes first. First-strike moves still go first. If performed again by user while still in play, it cancels the effect.
Triple Kick	Attacks 3 times in a row in a single turn. Power rises from 10 to 20 to 30 as long as it continues to hit.
Trump Card	If this move has low PP, its attack power is increased.
Twineedle	Attacks twice in a row in a single turn. There is also a 20% chance of inflicting the Poison condition on the target.
Twister	This move has a 20% chance of making the target flinch (the target cannot use moves for that turn). Deals double the damage to targets using Fly or Bounce. The attack power decreases in Double Battles.
Uproar	User is in an uproar for 2-5 turns. During that time, neither Pokémon can fall asleep.
U-turn	After attacking, user switches out with the next Pokémon in the party.
Vacuum Wave	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
ViceGrip	Regular attack.
Vine Whip	Regular attack.
Vital Throw	Strikes last, but always hits.
Volt Tackle	User takes 1/3 of the damage inflicted on the target. There is a 10% chance of inflicting the Paralysis condtion on the target.
Wake-Up Slap	Deals twice the damage against sleeping targets, but awakes them from the Sleep condition.
Water Gun	Regular attack.
Water Pulse	There is a 20% chance of inflicting the Confused condition on the target.
Water Sport	Halves the power of Fire-type moves for as long as the user is in play.
Water Spout	If the user's HP is low, this move has lower attack power. Attack power is also lower in Double Battles.
Waterfall	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).

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Weather Ball	Move type changes in special weather conditions. Sunny weather condition: Fire type. Rain weather condition: Water type. Hail weather condition: Ice type. Sandstorm weather condition: Rock type. Has double attack power in the above weather conditions.
Whirlpool	Inflicts damage over 2–5 turns. Target cannot flee during that time. Does double damage if the target is using Dive when attacked.
Whirlwind	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Will-O-Wisp	Burns the target.
Wing Attack	Regular attack.
Wish	Restores 1/2 of maximum HP at the end of the next turn. Works even if the user has switched out.
Withdraw	Raises user's Defense by 1.
Wood Hammer	User takes 1/3 of the damage inflicted on the target.
Worry Seed	Changes the target's Ability to Insomnia. Does not work against Pokémon with the Truant Ability.
Wrap	Inflicts damage and prevents the target from fleeing for 2-5 turns.
Wring Out	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).
X-Scissor	Regular attack.
Yawn	Inflicts the Sleep condition on the target on the next turn. No effect if the target switches out before then.
Zap Cannon	This move has a 100% chance of inflicting the Paralysis condition on the target.
Zen Headbutt	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).

Moves that can be used in the field

Move	Field effect
Cut	Cuts down small trees so your party may pass.
Defog	Dispels fog so you can see.
Dig	Pulls you out of spaces like caves, returning you to the last entrance you went through.
Flash	Illuminates dark caves.
Fly	Whisks you instantly to a town or city you've visited before.
Milk Drink	Distributes part of user's own HP among teammates.
Rock Climb	Lets you climb up and down craggy rock faces.
Rock Smash	Smashes cracked rocks so your party may pass.
Softboiled	Distributes part of user's own HP among teammates.
Strength	Moves large rocks so your party may pass.
Surf	Lets you move across water.
Sweet Scent	Attracts wild Pokémon and makes them appear.
Teleport	Transports you to the last Pokémon Center you used (cannot be used in caves or similar places).
Waterfall	Lets you climb up waterfalls.
Whirlpool	Lets you pass over whirlpools in the water.

Moves taught by people

Move	Field effect
Blast Burn	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Draco Meteor	Pokémon move house in Blackthorn City (Grandma Wilma)
Frenzy Plant	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Headbutt	Large boy in Ilex Forest
Hydro Cannon	Pokémon move house in Blackthorn City (Ultimate Move Tutor)

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Moves taught in exchange for BP

Technical Moves			
Move	**BP**	**Move**	**BP**
Air Cutter	48	Knock Off	40
Bug Bite	32	Ominous Wind	48
Dive	40	Sucker Punch	40
Fire Punch	64	Thunderpunch	64
Fury Cutter	32	Trick	48
Ice Punch	64	Vacuum Wave	48
Icy Wind	48	Zen Headbutt	64
Influential Moves			
Block	32	Spite	40
Gravity	32	String Shot	32
Heal Bell	48	Swift	40
Helping Hand	40	Synthesis	40
Last Resort	48	Tailwind	48
Magic Coat	32	Uproar	48
Magnet Rise	40	Worry Seed	32
Snore	32		
Powerful Moves			
Ancient Power	40	Mud-Slap	32
Aqua Tail	40	Outrage	48
Bounce	32	Pain Split	64
Earth Power	40	Rollout	32
Endeavor	64	Seed Bomb	40
Gastro Acid	32	Signal Beam	40
Gunk Shot	32	Sky Attack	64
Heat Wave	48	Super Fang	40
Iron Defense	40	Super Power	48
Iron Head	40	Twister	40
Low Kick	32		

TMs

No.	Move	Ways to obtain	Price
1	Focus Punch	Win at Cianwood Gym.	—
2	Dragon Claw	Route 27 or Goldenrod City Department Store drawing 1st prize (Sunday)	—
3	Water Pulse	Win at Cerulean Gym	—
4	Calm Mind	Receive for 48 BP at the Battle Frontier	—
5	Roar	Receive from young man on Route 32 (HM Cut required)	—
6	Toxic	Receive for 32 BP at the Battle Frontier.	—
7	Hail	Win at Mahogany Gym/Obtain on the Poké Walker	—
8	Bulk Up	Receive for 48 BP at the Battle Frontier	—
9	Bullet Seed	Route 32	—
10	Hidden Power	Receive from a man at the house northwest of the Lake of Rage, obtain on the Pokéwalker, or Celadon Game Corner prize (6,000 Coins)	—
11	Sunny Day	Receive from a girl at Goldenrod Radio Tower 3F (after freeing the tower) or obtain on the Pokéwalker.	—
12	Taunt	Burned Tower B1F (HM Strength required) or Celadon Department Store 3F	1,500
13	Ice Beam	Goldenrod Game Corner prize (10,000 Coins) or Seafoam Islands B4F	—
14	Blizzard	Goldenrod City Department Store 5F	5,500
15	Hyper Beam	Goldenrod City Department Store 5F or obtain on the Pokéwalker	7,500
16	Light Screen	Goldenrod City Department Store 5F	2,000
17	Protect	Goldenrod City Department Store 5F	2,000
18	Rain Dance	SLOWPOKE Well B2F (HM Strength required) or obtain on the Pokéwalker	—

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19	Giga Drain	Win at Celadon Gym	—
20	Safeguard	Celadon Department Store 3F	2,000
21	Frustration	Receive from a lady on Goldenrod City Department Store 5F (if your lead Pokémon has a low friendship level) on Sunday or Celadon Department Store 3F	1,000
22	SolarBeam	Goldenrod City Department Store 5F	3,000
23	Iron Tail	Win at Olivine Gym	—
24	Thunderbolt	Goldenrod Game Corner prize (10,000 Coins) or Cerulean Cave 2F	—
25	Thunder	Goldenrod City Department Store 5F	5,500
26	Earthquake	Victory Road 2F, Pickup Ability, or receive for 80 BP at the Battle Frontier	—
27	Return	Receive from a lady on Goldenrod Department Store 5F (if your lead Pokémon has a high friendship level) on Sunday or Celadon Department Store 3F	1,000
28	Dig	National Park or Celadon Department Store 3F	2,000
29	Psychic	Celadon Game Corner prize (10,000 Coins) or receive from Mr. Psychic in Saffron City	—
30	Shadow Ball	Win at Ecruteak Gym or receive for 64 BP at the Battle Frontier	—
31	Brick Break	Receive for 40 BP at the Battle Frontier	—
32	Double Team	Celadon Game Corner prize (4,000 Coins)	—
33	Reflect	Goldenrod City Department Store 5F	2,000
34	Shock Wave	Win at the Vermilion Gym	—
35	Flamethrower	Goldenrod Game Corner prize (10,000 Coins) or Route 28	—
36	Sludge Bomb	Receive from Route 43 gate attendant (after defeating Team Rocket) or receive for 80 BP at the Battle Frontier	—
37	Sandstorm	Receive from old lady in house on Route 27 (if lead Pokémon has high friendship) or obtain on the Pokéwalker	—
38	Fire Blast	Goldenrod City Department Store 5F	5,500
39	Rock Tomb	Union Cave B1F	—
40	Aerial Ace	Receive for 40 BP at the Battle Frontier	—
41	Torment	Route 8 or Celadon Department Store 3F	1,500
42	Facade	Goldenrod Department Store drawing 1st prize (Friday)	—
43	Secret Power	Lake of Rage	—
44	Rest	Deliver Spearow to the large boy on Route 31 or Goldenrod Game Corner prize (6,000 Coins)	—
45	Attract	Win at the Goldenrod Gym or receive for 32 BP at the Battle Frontier	—
46	Thief	Team Rocket HQ B2F	—
47	Steel Wing	Receive from a retired Idol hiding at the house on Route 28	—
48	Skill Swap	Win at Saffron Gym	—
49	Snatch	Team Rocket HQ B3F	—
50	Overheat	Win at Cinnabar Island Gym (in the Seafoam Islands)	—
51	Roost	Win at Violet Gym	—
52	Focus Blast	Goldenrod City Department Store 5F	5,500
53	Energy Ball	Receive for 64 BP at the Battle Frontier	—
54	False Swipe	Goldenrod City Department Store 5F or Dark Cave (Blackthorn side)	2,000
55	Brine	Route 19 or Celadon Department Store 3F	3,000
56	Fling	Rock Tunnel 1F or Pickup Ability	—
57	Charge Beam	Olivine City or Goldenrod Department Store drawing 1st prize (Wednesday) or receive from the Power Plant's manager (after delivering the Machine Part)	—
58	Endure	Celadon Game Corner prize (2,000 Coins)	—
59	Dragon Pulse	Receive from Clair at Dragon's Den (after winning at the Blackthorn Gym) or receive for 80 BP at the Battle Frontier	—

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60	Drain Punch	Route 39 or Goldenrod City Department Store drawing 1st prize (Thursday)	—
61	Will-O-Wisp	Receive for 32 BP at the Battle Frontier	—
62	Silver Wind	Goldenrod Department Store drawing 1st prize (Saturday) or Route 6	—
63	Embargo	Route 34	—
64	Explosion	Receive for a RageCandyBar from a man in the Underground Path connecting Routes 5 and 6	—
65	Shadow Claw	Route 42 or Goldenrod City Department Store drawing 1st prize (Monday)	—
66	Payback	Route 35	—
67	Recycle	Celadon City	—
68	Giga Impact	Obtain on the Pokéwalker or Celadon Game Corner prize (15,000 Coins)	—
69	Rock Polish	Route 10	—
70	Flash	Defeat the Elder on Sprout Tower 3F or Goldenrod City Department Store 5F	1,000
71	Stone Edge	Receive for 80 BP at the Battle Frontier	—
72	Avalanche	Ice Path B2F or Celadon Department Store 3F	3,000
73	Thunder Wave	Receive for 32 BP at the Battle Frontier	—
74	Gyro Ball	Celadon Game Corner prize (10,000 Coins)	—
75	Swords Dance	Goldenrod Game Corner prize (4,000 Coins)	—
76	Stealth Rock	Mt. Silver Cave or Celadon Department Store 3F	2,000
77	Psych Up	Viridian Forest	—
78	Captivate	Goldenrod Game Corner or Celadon Department Store 3F	2,500
79	Dark Pulse	Victory Road 3F or Celadon Department Store 3F	3,000
80	Rock Slide	Win at the Pewter Gym	—
81	X-Scissor	Receive for 64 BP at the Battle Frontier	—
82	Sleep Talk	Goldenrod Tunnel B2F	—
83	Natural Gift	Goldenrod City Department Store 5F or receive from the farmer lady at Moomoo Farm on Route 39 (after helping Miltank)	2,000
84	Poison Jab	Win at Fuchsia Gym	—
85	Dream Eater	Receive from a man in Viridian City	—
86	Grass Knot	Route 11 or Pickup Ability	—
87	Swagger	Lighthouse in Olivine City or Celadon Department Store 3F	1,500
88	Pluck	Route 40	—
89	U-turn	Win at Azalea Gym or receive for 40 BP at the Battle Frontier	—
90	Substitute	Goldenrod Game Corner prize (2,000 Coins)	—
91	Flash Cannon	Route 9 or Goldenrod Department Store drawing 1st prize (Tuesday)	—
92	Trick Room	Win at Viridian Gym	—

HMs

No.	Move	Ways to obtain	Price
1	Cut	Receive from the Charcoal Man in Ilex Forest (after catching both Farfetch'd)	—
2	Fly	Receive from Chuck's wife in Cianwood City (after winning in Cianwood Gym)	—
3	Surf	Receive from the Gentleman in Ecruteak Dance Theater (after saving the Kimono Girl from Team Rocket)	—
4	Strength	Receive from the Hiker who comes out of Mt. Mortar on Route 42	—
5	Whirlpool	Receive from Lance at Team Rocket HQ (after the Double Battle)	—
6	Rock Smash	Receive from the large boy on Route 36	—
7	Waterfall	Obtain on Ice Path 1F	—
8	Rock Climb	Receive from Professor Oak in Pallet Town (after obtaining eight Kanto Badges)	—

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Pokémon

HeartGold Version | SoulSilver Version

Pokédex

Official Pocket Version



STAFF

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